THE WORLD'S BIGGEST-SELLING AMIGA GAMES MAGAZINE

AMIGA POWER

A MAGAZINE WITH ATTITUDE

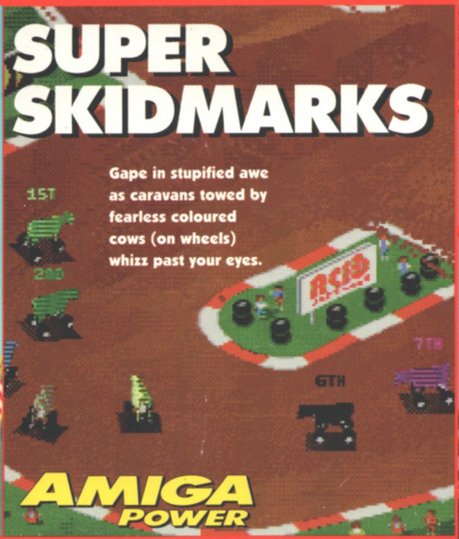
MAD COW!

YOURS WITH ISSUE 46 OF AMIGA POWER

1

SUPER SKIDMARKS

Gape in stupified awe as caravans towed by fearless coloured cows (on wheels) whizz past your eyes.

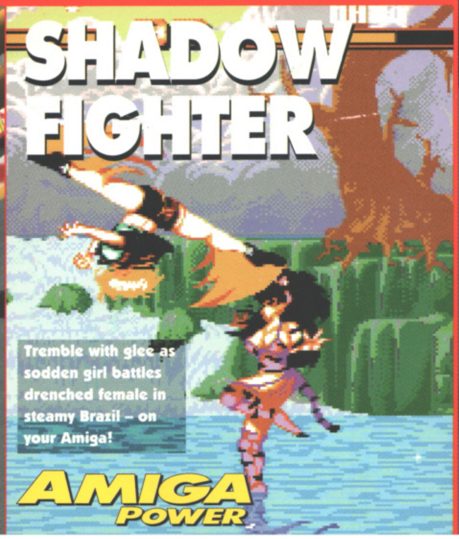


AMIGA POWER

YOURS WITH ISSUE 46 OF AMIGA POWER

2

SHADOW FIGHTER



Tremble with glee as sodden girl battles drenched female in steamy Brazil – on your Amiga!

AMIGA POWER

Skidmarks 2 exclusive preview! And exclusive playable demo!

Future Publishing

ISSUE 46 £3.95 FEBRUARY 1995

ISSUE 46

SENSI WORLD OF SOCCER
19.99

CANNON FODDER 2
19.99

PREM MGR 3
16.99

THEME PARK
23.99 ALL FORMATS

MONKEY ISLAND 2
12.99

SAVE £9
CANNON FODDER
SETTLERS T2
CHAOS ENGINE
BEAU JOLLY COMP
25.99

RISE OF THE ROBOTS
27.49 OR 25.99 A1200

LION KING
20.49 A1200

SAVE £9
92% AMIGA
MORTAL KOMBAT 2
20.99

TOWER ASSAULT
14.99 OR 19.99 CD32

ZEEWOLF
20.99

ALADDIN
20.49 A1200

JUNGLE STRIKE
18.49 OR 19.49 A1200

PGA EUROPEAN TOUR
18.49 OR 19.49 A1200

SENSIBLE SOCCER
4.99

UFO
23.99 A1200 19.99 CD32

WORLD OF LEMMINGS
19.99

SIM CITY 2000
23.99 A1200

RISE OF THE ROBOTS
23.49 CD32

GUARDIAN
18.49 CD32

MEGA RACE
23.99 CD32

SUPER STARDUST
18.99 CD32

SIMON THE SORCERER
23.99 CD32

TRIVIAL PURSUIT
10.99 CD32

JUNGLE STRIKE
19.49 CD32

SUBWAR 2050
20.99 CD32

POWER DRIVE
19.99 CD32

PLEASE NOTE

NOP = will not work on A500 Plus, A600 or A1200
NO12 = will not work on A1200
1 MB = requires 1 MB of RAM
• = NEW Item
XS OFFER = XTRA SAVING ONLY IF ORDERED PRIOR TO DATE SHOWN

A1200 GAMES

AIR BUCKS V1.2	11.99
ALADDIN **(XS OFFER - DEDUCT £3 UNTIL JAN 31)**	**20.49**
ALIEN BREED 2	18.99
BANSHEE	18.49
BODY BLOWS	11.99
BODY BLOWS GALACTIC	18.99
BRUTAL FOOTBALL DELUXE	15.49
CAPTIVE 2 - LIBERATION	20.99
CHAOS ENGINE	18.49
CIVILISATION AGA	16.99
DETROIT	21.49
DREAMWEB	23.99
DUNGEON MASTER 2	23.49
EXILE	18.99
FIELDS OF GLORY	23.99
FOOTBALL GLORY	20.99
GUARDIAN	20.99
HEIMDALL 2 - BANE OF ASGARD	21.99
IMPOSSIBLE MISSION	23.99
ISHAR 2 - LEGIONS OF CHAOS	18.99
JAMES POND COLLECTION (JAMES POND 2 & 3)	13.99
JUNGLE STRIKE **(XS OFFER - DEDUCT £3 UNTIL JAN 31)**	**19.49**
LION KING **(XS OFFER - DEDUCT £3 UNTIL JAN 31)**	**20.49**
ON THE BALL HARD DRIVE ONLY	
- LEAGUE EDITION	20.49
- WORLD CUP EDITION	20.49
PGA EUROPEAN TOUR **(XS OFFER - DEDUCT £3 UNTIL JAN 31)**	**19.49**
PREMIER MANAGER 3 **(XS OFFER - DEDUCT £3 UNTIL JAN 31)**	**16.99**
RISE OF THE ROBOTS	25.99
ROAD KILL	20.99
SABRE TEAM	18.99
SIM CITY 2000 4 MB	23.99
SIMON THE SORCERER	23.99
SIMON THE SORCERER 2	23.99
SKELETON KREW	21.99
SOCCER KID	19.49
STAR TREK - 25TH ANNIVERSARY (HARD DRIVE ONLY)	23.99
SUB WAR 2050	23.49
SUPER STARDUST	18.99
TFX	25.99
THEME PARK	23.99
TOP GEAR 2 1 MB **(XS OFFER - DEDUCT £3 UNTIL JAN 31)**	**17.49**
UFO - ENEMY UNKNOWN **(XS OFFER - DEDUCT £3 UNTIL JAN 31)**	**23.99**
WEMBLEY - INTN'L SOCCER	17.49

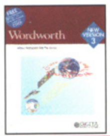
AMIGA GAMES

A-TRAIN + CONST. SET 1 MB	12.99
A.T.R. (TEAM 17) 1 MB •	18.49
A10 TANK KILLER 1 MB	11.99
AIR SUPPORT	11.99
ALIEN 3	16.99
ALIEN BREED S/E 1 MB	9.49
ALIEN BREED - TOWER ASSAULT	14.99
ALIEN BREED 2 1 MB	17.49
APIDYA	9.99
ARCADE POOL 1 MB	7.99
ARCHER MACLEAN'S POOL	7.99
AWARD WINNERS 3 1 MB CIVILISATION, ELITE 2, LEMMINGS •	**20.99**
AWARD WINNERS GOLD 1 MB SENSIBLE SOCCER, ELITE, JIMMY WHITES SNOOKER, ZOOL	**20.99**
BADDIEL & SKINNER 1 MB •	21.99
BATTLE ISLE 93	17.49
BATTLE OF BRITAIN	12.49
BEAU JOLLY COMPILATION CANNON FODDER, SETTLERS, CHAOS ENGINE, T2 **(XS OFFER - DEDUCT £3 UNTIL JAN 31)**	**25.99**
BENEATH A STEEL SKY 1 MB	22.99
BODY BLOWS 1 MB	6.99
BOXING MASTERS (ESP) 1 MB •	18.99
BRUTAL FOOTBALL	13.99
BUMP 'N' BURN	15.99
BURNTIME •	18.99
CAMPAIGN 2 1 MB	22.99
CANNON FODDER 1 MB	13.99
CANNON FODDER 2 **(XS OFFER - DEDUCT £3 UNTIL JAN 31)**	**19.99**
CEASER DELUXE	9.99
CHAMP MANAGER 93/94 1 MB	9.99
CHAMPIONSHIP MANAGER 93/94 (END OF SEASON DATA DISK)	13.49
CHAMP MANAGER COLLECTION (93/94 + UPDATE DISK) 1 MB	**13.99**
CHAMPIONSHIP MANAGER ITALIA 93/94 1 MB	15.99
CHAMPIONSHIP MANAGER ITALIA UPDATE DISK1 MB •	18.49
CHAOS ENGINE	9.99
CHUCK ROCK	8.99
CIVILISATION 1 MB	17.99
CLASSIC COLLECTION - DELPHINE (FLASHBACK, CRUISE FOR A CORPSE, ANOTHER WORLD, OPERATION STEALTH, FUTURE WARS) 1 MB •	**19.49**
CLASSIC COLLECTION - LUCAS ARTS (MONKEY ISLAND, INDY JONES & THE LAST CRUSADE, LOOM, MANIAC MANSION, ZAK MCKRACKEN) 1 MB •	**19.49**
CLUB FOOTBALL 1 MB	19.49
COMBAT CLASSICS 2 1 MB (SILENT SERVICE 2, F19 STEALTH FIGHTER, PACIFIC ISLAND)	**20.99**
COMBAT CLASSICS 3 (HISTORYLINE, CAMPAIGN, GUNSHIP 2000) 1 MB •	**21.99**
CRICKET MASTERS (ESP) 1 MB •	18.99
DAWN PATROL 1 MB	22.99
DESERT STRIKE 1 MB	10.99
DETROIT 1 MB	21.49
DOGFIGHT 1 MB	12.99
DREAMWEB 1 MB	22.99
DUNE 2 1 MB	20.99
ELITE	5.99
ELITE 2 (FRONTIER) 1 MB	14.99
EMBRYO •	18.99
EYE OF THE BEHOLDER 1 MB	12.49
EYE OF THE BEHOLDER 2 1 MB	12.49
F1 (DOMARK) 1 MB	17.99
F117A STEALTH FIGHTER 2.0 1 MB	12.99
FIELDS OF GLORY •	23.49
FIFA INTN'L SOCCER 1 MB	23.49
FOOTBALL GLORY 1 MB •	18.99
FOOTBALL MASTERS 1 MB •	18.99
FORMULA 1 - WORLD CHAMP EDITION •	20.99
FORMULA 1 GRAND PRIX	13.49
FORMULA 1 MASTERS 1 MB •	18.99
GOAL	8.99
GRAHAM GOOCH - TEST MATCH SPECIAL 1 MB	18.99
GRAHAM GOOCH DATA DISK	12.99
GUNSHIP 2000 1 MB	14.99
HEART OF CHINA 1 MB	12.99
HEIMDALL 2 1 MB	21.49
HEROQUEST 2 1 MB	16.99
HIRED GUNS 1 MB	11.99
HISTORYLINE 1914-18 1 MB	21.99
HOOK	6.99
IMPOSSIBLE MISSION 1 MB	20.49
INDY JONES FATE OF ATLANTIS ADVENTURE 1 MB	24.49
ISHAR 2 1 MB	11.49
ISHAR 3 1 MB	20.99
JAGUAR XJ220 1 MB	9.49
JIMMY WHITES SNOOKER (NO12)	11.49
JOHN MADDEN'S (U.S) FOOTBALL	10.49
JUNGLE STRIKE **(XS OFFER - DEDUCT £3 UNTIL JAN 31)**	**18.49**
K240 (UTOPIA 2) 1 MB	13.49
KGB	11.49
KINGMAKER 1 MB	21.99
KINGS QUEST 6 1 MB	22.99
KNIGHTS OF THE SKY 1 MB	12.49
LEGENDS OF VALOUR 1 MB (NO12)	11.99
LEISURE SUIT LARRY 3 1 MB	12.49
LEMMINGS 2	9.99
LINKS - (GOLF) (HARD DRIVE REQUIRED) 1 MB	12.49
LOMBARD RAC RALLY	6.99
LORDS OF THE REALM 1 MB	21.49
MONOPOLY	18.49
MORTAL KOMBAT 1 MB	20.49
MORTAL KOMBAT 2 1 MB •	20.99
MR BLOBBY	13.99
NEW WORLD OF LEMMINGS 1 MB	19.99
ON THE BALL	
- LEAGUE EDITION 1 MB	18.99
- WORLD CUP EDITION 1 MB	18.99
OVERDRIVE 1 MB	6.99
OVERLORD **(XS OFFER - DEDUCT £3 UNTIL JAN 31)**	**20.99**
PATRICIAN 1 MB	20.99
PGA EUROPEAN TOUR **(XS OFFER - DEDUCT £3 UNTIL JAN 31)**	**18.49**
PGA TOUR GOLF	11.49
PINBALL DOUBLE PACK 1 MB (PINBALL DREAMS & FANTASIES)	**17.49**
PINBALL DREAMS 1 MB	13.99
PINBALL FANTASIES	13.99
POLICE QUEST 1	12.49
POLICE QUEST 3 1 MB	12.99
POWERDRIVE 1 MB	20.49
POWERMONGER + WW1 DATA DISK (NO12)	11.49
PREMIER MANAGER 2 1 MB	**8.99**
PREMIER MANAGER 3 • **(XS OFFER - DEDUCT £3 UNTIL JAN 31)**	**16.99**
PRINCE OF PERSIA 1 MB	6.99
PROJECT X S/E 1 MB	10.49
RAILROAD TYCOON 1 MB (NOP)	11.99
REACH FOR THE SKIES	11.99
REALMS 1 MB	10.49
RISE OF THE ROBOTS 1 MB •	27.49
ROAD RASH	10.49
ROBINSONS REQUIEM 1 MB	20.99
RORKE'S DRIFT	7.99
RUFF AND TUMBLE 1 MB •	18.49
RUGBY LEAGUE COACH 1 MB	18.99
SABRE TEAM	15.99
SCRABBLE (US GOLD)	19.49
SECOND SAMURAI 1 MB (NO12)	9.49
SECRET OF MONKEY ISLAND 1 MB	12.99
SECRET OF MONKEY ISLAND 2 1 MB	12.99
SENSIBLE GOLF 1 MB	20.49
SENSIBLE SOCCER	
- '92/93 SEASON	4.99
- INTERNATIONAL EDITION 1 MB	14.99
SENSIBLE WORLD OF SOCCER 1 MB	19.99
SETTLERS	16.99
SHADOWORLDS (N012)	3.99
SILENT SERVICE 2 1 MB	11.99
SIM CLASSICS 3 IN 1 SIM CITY CLASSIC, SIM LIFE, SIM ANT 1 MB	23.99
SIMON THE SORCERER (1 MB)	21.99
SIMON THE SORCERER 2 1 MB	21.99
SKID MARKS 1 MB	13.99
SKID MARKS DATA DISK 1 MB	13.99
SLEEPWALKER	8.99
SOCCER KID	9.99
SPACE LEGENDS WING COMMANDER, MEGATRAVELLER, ELITE 1 MB	**11.99**
SPEEDBALL 1 & 2	9.99
SPORTS MASTERS PGA GOLF, INDY 500, ADV. TENNIS, EURO CHAMPS 1992 1 MB	**13.99**
STABLE MASTERS 1 MB •	18.99
STARLORD 1 MB	22.99
STREETFIGHTER 2	11.49
SUPER FROG 1 MB	16.99
SUPER SKIDS SKIDMARKS + EXTRA CARS & TRACKS) 1 MB	**20.49**
SUPREMACY 1 MB	10.49
SWIV (NOP)	2.99
SYNDICATE 1 MB	23.99
TACTICAL MANAGER	
- ENGLISH LEAGUE 1 MB	18.49
- ITALIAN LEAGUE 1 MB	18.99
TETRIS - 7 COLOURS	16.99
THE BLUE & THE GREY 1 MB	21.49
THE GREATEST JIMMY WHITES, LURE OF THE TEMPTRESS, DUNE 1 MB	**14.49**
THEME PARK 1 MB	23.99
TOP GEAR 2 **(XS OFFER - DEDUCT £3 UNTIL JAN 31)**	**16.99**
ULTIMA 5 (NO12)	5.99
UNIVERSE 1 MB	22.49
VALHALLA 1 MB	18.99
VALHALLA 2 1 MB •	23.99
VITAL LIGHT 1 MB	16.99
WALKER	7.99
WEMBLEY - RUGBY LEAGUE 1 MB	17.49
WING COMMANDER 1 1 MB	6.99
WINTER OLYMPICS	21.99
WORLD CUP YEAR 94 GOAL, CHAMP MANAGER 94 + DATA DISK, STRIKER, SENSIBLE SOCCER 1 MB	**16.99**
ZEEWOLF 1 MB •	20.99
ZOOL 1 MB	6.99
ZOOL 2 1 MB	9.99

AMIGA CD32 CD's

A.T.R. (TEAM 17) •	20.99
ALIEN BREED - TOWER ASSAULT	19.99
ALIEN BREED S/E & QWAK	**17.99**
ARABIAN NIGHTS (AGA)	11.99
ARCADE POOL	11.99
BADDIEL & SKINNER •	21.99
BANSHEE	18.99
BATTLECHESS	19.99
BENEATH A STEEL SKY	21.99
BRUTAL FOOTBALL	19.49
BUBBA 'N' STIX	12.99
BUBBLE AND SQUEAK	19.99
CANNON FODDER	21.99
CAPTIVE 2 - LIBERATION	22.99
CD EXCHANGE (VOLUME 1). COMPILATION OF SHAREWARE AND PUBLIC DOMAIN SOFTWARE. CONTAINS OVER 300 MUSIC MODULES, PICTURES, ANIMATIONS AND GAMES	**14.99**
CHAOS ENGINE	17.99
CHUCK ROCK 2	18.99
D/GENERATION	17.99
DISPOSABLE HERO	13.99
DIZZY - THE BIG SIX •	12.49
DONK	19.49
DRAGONSTONE	18.99
DREAMWEB	23.99
ELITE 2 (FRONTIER)	14.99
FIELDS OF GLORY	20.99
FIRE AND ICE	17.99
FURY OF THE FURRIES	16.99
GUARDIAN	18.49
GUNSHIP 2000	19.99
HEIMDALL 2 - BANE OF ASGARD	21.99
HUMANS 1 & 2	18.99
IMPOSSIBLE MISSION	19.99
JAMES POND 3	22.99
JUNGLE STRIKE **(XS OFFER - DEDUCT £3 UNTIL JAN 31)**	**19.49**
KID CHAOS	19.99
LABYRINTH OF TIME	19.49
LEMMINGS	9.99
LITIL DIVIL	18.99
LOTUS TRILOGY (LOTUS 1, 2, 3)	**18.99**
MAN UTD PREMIER LEAGUE CHAMPIONS	19.99
MASTER AXE	18.99
MEGA RACE	23.99
MICROCOSM	32.99
MICROFRENCH CD (8 TO ADULT). FIRST EVER LANGUAGE COURSE FOR THE CD-32. FEATURES REAL SPEECH. COMPLETE WITH GCSE PHRASE BOOK	**26.99**
NICK FALDO'S GOLF	23.99
OVERKILL & LUNER-C	19.99
PINBALL FANTASIES	19.99
PIRATES GOLD	15.99
POWERDRIVE	19.99
PREMIERE	11.99
PROJECT X S/E AND **F17 CHALLENGE**	**17.99**
RISE OF THE ROBOTS •	23.49
ROAD KILL •	20.99
ROBOCOD (JAMES POND 2)	13.99
SABRE TEAM	19.99
SECOND SAMURAI	18.99
SENSIBLE SOCCER INTN'L EDITION	17.99
SIMON THE SORCERER	23.99
SKELETON KREW	21.99
SOCCER KID	19.99
SPEEDBALL 2 •	13.49
STRIKER	12.99
SUB WAR 2050 •	20.99
SUPER FROG	11.99
SUPER STARDUST	18.99
THEME PARK •	23.99
TOP GEAR 2 **(XS OFFER - DEDUCT £3 UNTIL JAN 31)**	**18.99**
TRIVIAL PURSUIT	10.99
UFO - ENEMY UNKNOWN **(XS OFFER - DEDUCT £3 UNTIL JAN 31)**	**19.99**
ULTIMATE BODY BLOWS BODY BLOWS & BODY BLOWS GALACTIC •	**19.49**
UNIVERSE	21.99
VITAL LIGHT	18.99
WEMBLEY INTN'L SOCCER	19.99
WILD CUP SOCCER	19.99
WORLD CUP GOLF	19.99
ZOOL	12.99
ZOOL 2	18.99

BRILLIANCE



Hanna-Barbera

PAINT III
9.99

mini Office

A1200 APPLICATIONS

BRILLIANCE V.2 AGA. PREMIER PROFESSIONAL ART PACKAGE. (2 MB, HARD DRIVE REQUIRED)	**48.99**
VISTA PRO (LITE) CREATE SPECTACULAR VIRTUAL WORLDS WITH THIS POWERFUL SCENERY CREATOR AND ANIMATOR. (2 MB, HARD DRIVE REQUIRED)	**26.99**
WORDWORTH V.2 AGA WORD PUBLISHER (1 MB, EXTERNAL DISK OR HARD DRIVE REQUIRED)	**38.99**
WORDWORTH V.3.1 AGA WORD PUBLISHER. PREMIER TOP QUALITY WORD PUBLISHER PACKAGE. (2 MB, EXTERNAL DISK OR HARD DRIVE REQUIRED)	**57.99**

AMIGA APPLICATIONS

AMOS - PROFESSIONAL. POWERFUL GAMES CREATOR (1 MB, INSTALLABLE)	**29.99**
AMOS - COMPILER PROFESSIONAL. COMPILES AND SPEEDS UP PROGRAMS WRITTEN IN AMOS, EASY AMOS OR AMOS PRO. (1 MB, INSTALLABLE)	**25.99**
AMOS - EASY EASY TO USE VERSION OF AMOS WITH FULL TUTORIAL. (1 MB, INSTALLABLE)	**23.99**
DATASTORE DATABASE SYSTEM. SIMPLE TO USE, FULLY FEATURED, THOROUGH DATABASE SYSTEM FEATURING A WORDWORTH LIKE INTERFACE. (1 MB, INSTALLABLE) •	**39.99**
DELUXE PAINT 3. VERY POWERFUL ART AND ANIMATION PACKAGE WITH EXTENSIVE FEATURES. A BEST SELLER AND TOP AWARD WINNER MANY FONT AND PRINTING OPTIONS AND SAMPLE ANIMATION AND ART INCLUDED. (1 MB, INSTALLABLE) ... ...**EXCELENT VALUE**	**9.99**
DELUXE PAINT 4. EXTENSIVELY FEATURED. DESIGN, PAINT AND ANIMATE IN UP TO 4096 COLOUR HAM MODE. (1 MB, INSTALLABLE)	**53.99**
DELUXE PAINT 5. PREMIER ART, DESIGN AND ANIMATION PACKAGE FEATURING FULL 24 BIT TRUE COLOUR RGB EDITING. (2 MB, INSTALLABLE, WORKBENCH 2.04+) •	**57.99**
FINAL WRITER (RELEASE 3). COMPREHENSIVE WORD PUBLISHING SYSTEM WITH OVER 100 FREE TYPEFACES. (2 MB MIN, 4 MB OR MORE RECOMMENDED, HARD DRIVE REQUIRED)	**69.99**
HANNA BARBERA ANIMATION WORKSHOP. EXCELLENT ANIMATION PACKAGE CAPABLE OF CREATING CARTOONS AND QUALITY ANIMATIONS. (1 MB)	**29.99**
HOME ACCOUNTS. THE ORIGINAL VERSION OF THIS BEST SELLING MONEY MANAGING APPLICATION. (INSTALLABLE) ... ...**EXCELENT VALUE**	**2.99**
KINDWORDS 3. FULLY FEATURED VALUE FOR MONEY WORD PUBLISHER. (1 MB, INSTALLABLE)	**25.99**
MAXIPLAN 4. COMPLETE SPREADSHEET, BUSINESS GRAPHICS AND DATABASE SYSTEM. (1 MB, INSTALLABLE)	**25.99**
MINI OFFICE. INTEGRATED WORD PROCESSOR, SPREADSHEET, DATABASE AND DISK UTILITIES. (1 MB, INSTALLABLE)	**36.99**
MONEY MATTERS (HOME ACCOUNTS 3). 1 MB, INSTALLABLE	**36.99**
PEN PAL. EASY TO USE WORD PROCESSOR WITH MANY FUNCTIONS. (1 MB, INSTALLABLE)	**29.99**
PUBLISHER (PAGE LAYOUT PACKAGE). FOR NEWSLETTERS, FLYERS ETC. (NO12, 1 MB, EXTERNAL DISK OR HARD DRIVE REQUIRED)	**23.99**

AMIGA EDUCATIONAL

N/C = NATIONAL CURRICULUM

10 OUT OF 10 - DRIVING TEST (16+). (1 MB, INSTALLABLE) •	**19.99**
10 OUT OF 10 - EARLY ESSENTIALS (3-7). IDEAL FOUNDATION FOR CHILDREN TO BUILD ON. (1 MB, INSTALLABLE)	**19.99**
10 OUT OF 10 - ENGLISH (6-16). N/C. (1 MB, INSTALLABLE)	**19.99**
10 OUT OF 10 - FRENCH (8-16). N/C ATTAINMENT TARGETS 3&4. (1 MB, INSTALLABLE)	**19.99**
10 OUT OF 10 - JUNIOR ESSENTIALS (5-11). • BUILDING FOUNDATIONS FOR MANY AREAS OF THE NATIONAL CURRICULUM. (1 MB, INSTALLABLE)	**19.99**
10 OUT OF 10 - MATHS NUMBERS (6-16). N/C. (1 MB, INSTALLABLE)	**19.99**
ADI ENGLISH (11-12)	**19.99**
ADI FRENCH (12-13)	**19.99**
ADI GCSE ENGLISH PACK (14-16) (1 MB)	**23.99**
ADI GCSE FRENCH PACK (14-16) (1 MB)	**23.99**
ADI GCSE MATHS PACK (14-16) (1 MB)	**23.99**
ADI JUNIOR READING (4-5)	**15.99**
ALVINS PUZZLES (6-8). TWO GAMES TEACHING LOGIC, SPELLING AND READING. FREE GAME VOUCHER	**15.99**
FUN SCHOOL 4 (2-5)	**17.99**
FUN SCHOOL 4 (5-7)	**17.99**
FUN SCHOOL 4 (7+)	**17.99**
FUN SCHOOL SPECIAL - MERLIN'S MATHS (7-11)	**18.99**
FUN SCHOOL SPECIAL - SPELLING FAIR (7-13)	**18.99**
MEGA MATHS A' LEVEL (16+) (1 MB)	**19.99**
MICRO FRENCH (8 TO ADULT). N/C. WITH SPEECH (1 MB)	**19.99**
MICRO GERMAN (8 TO ADULT). N/C. WITH SPEECH (1 MB)	**19.99**
MICRO MATHS (11+). N/C (1 MB)	**19.99**
NODDY'S BIG ADVENTURE (3+) (1 MB, INSTALLABLE)	**19.99**
NODDY'S PLAYTIME (3+). (1 MB) EDUCATIONAL ADVENTURE. (INSTALLABLE)	**19.99**
PAINT POT 2 (4-10). AN EXCITING AND FUNNY ART PACKAGE FEATURING FRIENDLY AND HUMOROUS PRESENTATION. FREE GAME VOUCHER	**15.99**
WHICH WHERE WHAT (4-8). THREE ENCHANTING AND COMPELLING GAMES. FREE GAME VOUCHER	**15.99**

AMIGA BOOKS

A-TRAIN OFFICIAL STRATEGY GUIDE	**17.99**
AMIGA DOS REFERENCE GUIDE (4TH EDITION)	**19.99**
AMIGA GAMES, HINTS, TIPS, CHEATS AND ADVENTURE SOLUTIONS	**9.99**
AMIGA HARD DRIVES INSIDER GUIDE. A COMPREHENSIVE AND THOROUGH GUIDE TO GETTING THE BEST FROM YOUR HARD DRIVE •	**12.99**
AMOS IN ACTION (A COMPREHENSIVE GUIDE TO USING AMOS WITH EXAMPLES)	**11.99**
CANNON FODDER OFFICIAL GUIDE •	**10.99**
CIVILISATION GUIDE BOOK BY SID MEIERS	**17.99**
CORISH'S COMPUTER GAMES GUIDE (HINTS, TIPS AND POKES FOR OVER 600 COMPUTER GAMES)	**12.99**
DUNGEON MASTER HINT BOOK	**3.99**
EYE OF THE BEHOLDER HINT BOOK	**9.99**
EYE OF THE BEHOLDER 2 HINT BOOK	**9.99**
GUNSHIP 2000 OFFICIAL STRATEGY GUIDE	**14.99**
INDIANA JONES FATE OF ATLANTIS HINT BOOK. WALKTHROUGH SOLUTION SPECIAL RESERVE CLUB VERSION	**3.99**
MASTERING AMIGA C	**14.99**
MASTERING AMIGA PRINTERS	**16.99**
SECRET OF MONKEY ISLAND 2 HINT BOOK	**9.99**
SECRET OF MONKEY ISLAND HINT BOOK	**9.99**
SECRETS OF FRONTIER (ELITE 2)	
SIMCITY 2000 OFFICIAL HANDBOOK. A COMPREHENSIVE GUIDE TO SIMCITY 2000 WITH LOTS OF HINTS AND TIPS	**15.99**
SYNDICATE PLAYERS GUIDE •	**15.99**

NEW SUPER AMIGA CD

SUPER AMIGA CD SX-1 BUNDLE

ALL THE POWER AND FLEXIBILITY OF AN AMIGA A1200 COMBINED WITH THE CAPABILITIES OF A CD32.

COMPRISES

- CD32 CD CONSOLE
- SX-1 EXPANSION MODULE
- EXTERNAL 3.5" DISK DRIVE
- KEYBOARD, MOUSE, JOYPAD

PLUS MICROCOSM, CANNON FODDER, LIBERATION, PROJECT X, ULTIMATE BODY BLOWS, OSCAR AND DIGGERS
(DOES NOT INCLUDE MOUSE MAT OR MONITOR)

UPGRADEABLE BY ADDING

- EXTRA 4 MEGABYTES OF RAM FOR SX 1 (119.99)
- INTERNAL 2.5" HARD DRIVE (A1200 VERSION)
- FULL MOTION VIDEO (STD CD32 FMV CART)

SUPER AMIGA CD SX-1 BUNDLE 2/0 ... 480.00

NEW CRITICAL ZONE PACK
NEW TECH AT AN OLD TECH PRICE

WITH 5 TOP TITLES

AMIGA CD32

CD BASED CONSOLE WITH A1200 32-BIT POWER. 262,000 COLOURS FROM A PALLETTE OF 16.7 MILLION, 2 MB RAM, FAST 14 MHz 68020 PROCESSOR. PLAYS AUDIO CD's VIA ON SCREEN DISPLAY AND DIGITAL VIDEO CD's WITH OPTIONAL FMV ADAPTOR.

SAVE £30

AMIGA CD-32 CRITICAL ZONE PACK ... 220.00
WITH MICROCOSM, CANNON FODDER, LIBERATION, PROJECT X, ULTIMATE BODY BLOWS, OSCAR, DIGGERS AND ONE PAD

FMV MODULE - STOCKS EXPECTED IN THE NEW YEAR

COMMODORE CONTROL PAD FOR CD-32 ... ... 13.99

DYNAMICS CONTROL PAD FOR CD-32 (SHOWN) ... 16.99

SX-1 EXPANSION MODULE FOR CD-32 ... 189.99
TRANSFORMS CD-32 INTO A FULLY FUNCTIONAL A1200 COMPATIBLE COMPUTER ALLOWING CONNECTION OF EXTERNAL FLOPPY DRIVE, INTERNAL AND EXTERNAL IDE HARD DRIVE, KEYBOARD, MODEM/SERIAL DEVICES, PRINTERS, RGB MONITORS AND UP TO 8 MB MEMORY

KEYBOARD (WHITE) FOR SX-1 ... ... 29.99

4 MB RAM EXPANSION FOR SX-1 OR A4000 ... ... 119.99
EASY INSTALLATION. SUITS ALL A4000 AND SX-1

PREMIER COMBI CENTRE FOR CD-32 & SX-1 ... 44.99
STRONG STAND FOR CD-32 AND SX-1 EXPANSION UNIT ALLOWING A NEAT AND TIDY SYSTEM SETUP. MONITOR STAND AND SLIDING SHELF FOR DISC LOADING. EASY SELF ASSEMBLY

SAVE £20

EXTERNAL 3.5" DISK DRIVE FOR ANY AMIGA OR SX-1. SONY/CITIZEN MECHANISM. 880K FORMATTED, QUIET, HIGH QUALITY, SLIM LINE COLOUR MATCHED METAL CASE AND LONG REACH CABLE **49.99**

INTERNAL 3.5" DISK DRIVE FOR A500 ....39.99
INTERNAL 3.5" DISK DRIVE FOR A600 OR A1200 ...49.99

SPECIAL RESERVE
BRITISH MADE
ERROR FREE

PACK OF 50
SPECIAL RESERVE
3.5" DSDD DISKS
WITH LABELS
19.99

PACK OF 10 SPECIAL RESERVE 3.5" DSDD DISKS WITH LABELS & FREE PLASTIC FLIP TOP DISK BOX ...6.99

PACK OF 10 TDK 3.5" DSDD DISKS WITH LABELS ...8.99

3.5" DISK HEAD CLEANER 5.99

HIGH DENSITY DISKS ALSO AT KEENEST PRICES

SWIFT TP200 JOYPAD WITH TURBO FIRE & AUTOFIRE
9.99

SAVE £5

COMPETITION PRO EXTRA CLEAR BASE, MICROSWITCHED WITH AUTOFIRE
11.99

QUICKSHOT 137F PYTHON WITH AUTOFIRE
9.99

CHEETAH BUG MICROSWITCHED WITH AUTOFIRE
13.99

SCORPION PLUS ARCADE STYLE WITH TURBO FIRE
10.99

QUICKSHOT 128F MAVERICK 1 WITH AUTOFIRE
11.99

SAVE £4

SAVE £8

FREEWHEEL STEERING WHEEL (DIGITAL) SUITS MOST DRIVING GAMES
21.99

SAITEK MEGAGRIP 2 WITH AUTOFIRE
11.99

BOLLISTICK HANDHELD JOYSTICK MICROSWITCHED WITH AUTOFIRE
11.99

KONIX SPEEDKING JOYSTICK WITH AUTOFIRE
11.99

QUICKJOY JET FIGHTER MICROSWITCHED AUTOFIRE
12.99

SAVE £6

SLIK STICK JOYSTICK
6.99

KONIX SPEEDKING ANALOGUE JOYSTICK ENABLES PROPORTIONAL CONTROL ON SUITABLE SOFTWARE. AUTOFIRE
14.99

ALPHA CRYSTAL TRACKBALL. COMPATIBLE WITH ALL MOUSE OPERATIONS
29.99

QUICKJOY FOOT PEDAL FOR AMIGA OR ST, WORKS WITH JOYSTICK
14.99

TRAP DOOR MEMORY EXPANSION

512K AMIGA RAM NO CLOCK FOR A500 OR A500+ ...19.99
512K AMIGA RAM + CLOCK FOR A500 OR A500+ 23.99
1 MB A500 PLUS RAM UPGRADE + CLOCK 34.99
1 MB A600 RAM UPGRADE + CLOCK..........................44.99
4 MB RAM BOARD FOR A1200 WITH CLOCK............179.99
4 MB + FPU RAM FOR A1200. FAST 33Mhz FLOATING POINT MATHS & GRAPHICS ACCELERATION. COMPATIBLE WITH OVERDRIVE HARD DRIVES 235.99

LEADS

ANTI-SURGE 4 WAY MULTIPLUG EXTENSION
22.99

HI-FI AUDIO LEAD - AMIGA/CD32/ST TO STEREO (1.5 METRES, 2 X PHONO PLUGS TO 2 X PHONO PLUGS) CAN ALSO BE USED TO CONNECT STEREO VIDEO TO HI-FI, AND HI-FI SEPARATES TOGETHER 3.99

JOYSTICK SPLITTER CABLE FOR AMIGA OR ST. CONNECTS 2 JOYSTICKS TO 1 PORT........................7.99

ROBOSHIFT INTERFACE FOR AMIGA OR ST PLUGS MOUSE AND JOYSTICK INTO ONE PORT 13.99

PORT EXTENSION ADAPTOR FOR AMIGA OR ST (PACK OF TWO) EXTENDS BY 21 CM 7.99

ANALOGUE JOYSTICK ADAPTOR FOR AMIGA ALLOWS ANY 15-PIN PC JOYSTICK TO BE USED WITH GAMES THAT FEATURE ANALOGUE CONTROL 8.99

NULL MODEM CABLE 25-PIN. (CONNECTS 2 COMPUTERS FOR HEAD TO HEAD PLAYING ON CERTAIN GAMES SUCH AS POPULOUS, FALCON, KNIGHTS OF THE SKY, FORMULA 1 GRAND PRIX AND VROOM) 9.99

PRINTER LEAD (PARALLEL) 1.5 METRES 5.99
PRINTER LEAD (PARALLEL) 5 METRES 9.99

SCART LEAD - AMIGA CD32 TO TV WITH SCART. 9.99
SCART LEAD - AMIGA TO TV WITH SCART INPUT 9.99
TV LEAD - AMIGA CD-32 TO SVHS TV OR VIDEO.........9.99
2 WAY SCART SPLITTER - ENABLES TWO SCART LEADS TO BE SWITCHED INTO ONE SOCKET 11.99

RGB EXTENDER CABLE FOR A500 OR A500 PLUS ALLOWS TV MONITOR TO BE EXTENDED FROM BACK OF MACHINE OR EXTENSION TO RGB MONITOR OR EXTERNAL DISK DRIVE 13.99

POWER SUPPLY

ZYDEC AMIGA POWER SUPPLY (SPECIAL COOL RUNNING TRANSFORMER) 32.99

COMPUTER CARE

CLEANING KIT FOR COMPUTERS (WITH VACUUM) ...18.99
DUST COVER FOR 80 COLUMN PRINTER (CLEAR)......5.99
DUST COVER FOR A1200 (CLEAR PVC) 5.49
DUST COVER FOR A600 (CLEAR PVC) 5.49
DUST COVER FOR A500 OR ATARI ST (CLEAR PVC) ...5.49
DUST COVER FOR MONITOR (CLEAR PVC) 6.99
MOUSE HOUSE (HANDY PLACE TO STORE YOUR MOUSE)......4.99

CONTROL CENTRES

PREMIER UNI- CENTRE FOR AMIGA. STRONG UNIVERSAL STAND FOR COMPUTER, MONITOR STAND AND SHELF FOR EXTERNAL PERIPHERALS 39.99

PREMIER UNI- CENTRE PLUS (EXTRA WIDE)............44.99

SOUND SAMPLER

SAVE £10

TECHNOSOUND TURBO 2 SOUND SAMPLER. REAL TIME SPECIAL EFFECTS. WORKS WITH ANY AMIGA. 1 MB RAM REQUIRED. ...**29.99**

FRAME GRABBER

PROGRAB 24RT COLOUR DIGITISER. 24 BIT REAL TIME FRAME GRABBING SYSTEM. DIGITISES SINGLE FRAMES OR ANIMATIONS FROM VIDEO SOURCE. SUPPORTS 24 BIT FILE AND AGA SCREEN MODES **124.99**

SCANNER

SAVE £23

ZYDEC HANDY SCANNER FOR ANY AMIGA. 100-400 DPI HIGH QUALITY RESOLUTION, 64 SIMULATED GREYSCALES, INCLUDES DAATASCAN PRO SOFTWARE ...**99.99**

QUICKSHOT SOUNDMATE 4 STEREO SPEAKERS (PAIR) FOR AMIGA, CD-32 OR PERSONAL STEREO. VOLUME AND BALANCE, BASS AND TREBLE BOOST, 4W+4W MUSIC
17.99

SCREENBEAT 3 STEREO SPEAKERS (PAIR) FOR AMIGA, CD32 OR PERSONAL STEREO
14.99

SCREENBEAT MAINS ADAPTOR FOR SCREENBEAT SPEAKERS **7.99**

LOGIC 3 SUBWOOFER STEREO SPEAKER CONSOLE FOR AMIGA, CD-32, PC, CDi, 3DO, OR PERSONAL STEREO. 50 WATTS, MAGNETICALLY SHIELDED WITH TONE, BALANCE AND VOLUME CONTROLS. MAINS ADAPTOR SUPPLIED **69.99**

QUICKSHOT SOUNDSTOR STEREO SPEAKER CONSOLE FOR AMIGA, CD-32, PC, CDi OR 3DO. 10 WATTS, SHIELDED WITH BASS, TREBLE, BALANCE, VOLUME CONTROLS. MAINS ADAPTOR SUPPLIED **39.99**

SEGA 32X EXPANSION MODULE FOR MEGADRIVE NOW 149.99
ATARI JAGUAR NOW 179.99 PANASONIC REAL 3DO NOW 385.99

199.99

OVERDRIVE V.3 HIGH SPEED HARD DRIVES FOR A1200 AND A600

"THE FASTEST DRIVE EVER REVIEWED BY CU" 3.5" QUALITY IDE HARD DRIVE. AVERAGE ACCESS TIME 12MS. STYLED TO MATCH AMIGA. EASY INSTALLATION - PLUGS INTO PCMCIA SLOT. AQ TOOLS AND 1 YEAR WARRANTY (NOW FOR A600 TOO)

OVERDRIVE V.3 **170 MB** EXTERNAL HARD DRIVE FOR AMIGA A1200 OR A600 ......**199.99**
OVERDRIVE V.3 **420 MB** EXTERNAL HARD DRIVE FOR AMIGA A1200 OR A600 ......**244.99**

INTERNAL HARD DRIVES FOR AMIGA A1200 & A600

HARD DRIVES: HIGH SPEED 2.5" DRIVE, 15 MS ACCESS TIME (APPROX). 1 YEAR WARRANTY. KIT COMPLETE AND EASY TO FIT. DRIVES FULLY PREPARED NOTE THAT OPENING YOUR AMIGA MAY INVALIDATE THE WARRANTY.

INTERNAL DRIVES FOR A1200 OR SX-1		INTERNAL DRIVES FOR AMIGA A600	
64 MB WITH 32K CACHE	119.99	64 MB WITH 32K CACHE	119.99
80 MB WITH 64K CACHE	134.99	80 MB WITH 64K CACHE	134.99
120 MB WITH 64K CACHE	169.99	120 MB WITH 64K CACHE	169.99

ALFA MEGAMOUSE 400. 400 DPI, HIGH QUALITY MOUSE
13.49

EKLIPSE MOUSE, MICROSWITCHED 290 DPI...............**10.99**

LOGIC 3 SPEED MOUSE. 300DPI, 2 MICROSWITCHED BUTTONS
12.99

MOUSE MAT WITH SPONGE BACKING
4.99

ALFA OPTICAL MOUSE 300DPI, NO MOVING PARTS, VERY SMOOTH **29.99**

DISK & CD STORAGE

DISK BOX (10)
PLASTIC FLIP TOP **2.99**
DISK BOX 3.5" (120)
LOCKABLE, DIVIDERS **9.99**

MEDIA LIFE DRAWER
200 CAPACITY 3.5" DISKS **16.99**

MEDIA LIFE DRAWER
30 CAPACITY CD **14.99**

DELUXE DISK BOX
HOLDS 120 3.5" DISKS, WITH DIVIDERS **9.99**

CD WALLETS
WITH INDIVIDUAL PADDED POCKETS IDEAL FOR USE IN HOME OR CAR
48 CAPACITY...12.99
24 CAPACITY...9.99

BEST BUY

OVERDRIVE V.9 CD ROM FOR A1200 ... 189.99

EXTERNAL CD ROM DRIVE COMPLETE WITH INTERFACE (PLUGS INTO PCMCIA PORT). RUNS MOST EXISITING CD-32 SOFTWARE, ALMOST ALL FUTURE RELEASES, PHOTO-CD, CD AUDIO AND CD+G DISCS. DOUBLE SPEED MULTI-SESSION DRIVE UNIT WITH MOTORISED TRAY LOADING. COMPLETE WITH EXTERNAL POWER SUPPLY AND UTILITIES/DRIVERS DISK. AMIGA AND CD AUDIO CAN BE MIXED.

CD ROM FOR A1200

SONY KVM1400 14" FST COLOUR

FREE SCART LEAD

SCART TV/MONITOR WITH REMOTE CONTROL 60 CHANNEL TUNING, REAR SCART INPUT HEADPHONE SOCKET, TWO POSITION TILT BLACK TRINITRON SCREEN, LOOP AERIAL, FREE SCART LEAD

SONY KVM1400 (GREY) 194.99
SONY KVM1400 (WHITE) 194.99
SONY KVM1401BL FASTEXT 244.99

SHARP 14" COLOUR TV/MONITOR............164.99
SHARP 14" WITH TELETEXT.......................194.99

SHARP SCART TV/MONITOR WITH REMOTE CONTROL, 40 CHANNEL TUNING, REAR SCART INPUT, ON SCREEN DISPLAY, ON/OFF TIMER, FREE SCART LEAD

••• FREE SCART LEAD WITH TV's •••
(STATE AMIGA, CD32, ST, MEGADRIVE 1 OR 2, SNES OR 3DO)

SAVE £34

MICROVITEC 1438 MULTI-SYNC MONITOR

FOR AMIGA A1200/A4000 OR PC. WITH STEREO SPEAKERS AND AMIGA ADAPTOR. 0.28 DOT PITCH RESOLUTION,15 PIN RGB DIN PLUG. SUITS ALL AMIGA AGA AND ALL PC SCREEN MODES TO SVGA.
1 YEAR WARRANTY. **295.99**

PHILIPS CM8833 MKII 199.99

14" COLOUR MONITOR WITH BUILT-IN STEREO SPEAKERS (REQUIRES LEAD)

MONITOR LEAD - 3DO TO CM8833 MKII 9.99
MONITOR LEAD - CD32 TO CM8833 MKII 9.99
MONITOR LEAD - AMIGA TO CM8833 MKII 9.99
MONITOR LEAD - JAGUAR TO CM8833 MKII 9.99
MONITOR LEAD - ATARI ST TO CM8833 MKII ...9.99
MONITOR LEAD - M/DRIVE 2 TO CM8833 MKII 12.99
MONITOR LEAD - M/DRIVE1 TO CM8833 MKII ...9.99
MONITOR LEAD - SNES TO CM8833 MKII 12.99

SAVE £60

HEAVY discounts
HUGE range
10am to 8pm Daily

Special Reserve
The Discount Club

FREE - 16 page colour catalogue - just phone

0279 600204

Order by fax on 0279 726842 - we'll fax back to confirm receipt

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN
Members receive our 48-page Colour Club Magazine bi-monthly. Each issue reviews a selection from our extensive range and includes at least £30 worth of coupons for additional savings on top products. Members are under no obligation to buy anything.

MEMBERSHIP FEES	UK	EC	WORLD
ONE YEAR *(6 MONTHS)*	7.00 *(4.00)*	9.00 *(6.00)*	11.00 *(7.00)*

One year price includes six issues of Special Reserve magazine with £180 of XS Coupons

All prices include VAT and 2-3 working day carriage to UK mainland
Software and peripherals are sent by post, hardware by White Arrow
Allow one or two days for processing and despatch of stock items
We issue confirmations of all orders received

Overseas orders must be paid by credit card
Hardware items (battery or mains) are only supplied to the UK mainland
Overseas surcharge £2.00 per software item or **25%** on other items

LACY

(BLOCK CAPITALS please)
Name & Address ____________________

AMIGA POWER

____

____

____________________ Postcode ____________________
If Mac or PC please state DISK or CD ROM

Phone No ____________________ Machine ____________________

Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00)

item ____________________

item ____________________

item ____________________

item ____________________

Please use this box to add any **optional** fast delivery charge
1st Class Post 40p per posted item or **£10 overnight hardware**

ALL PRICES INCLUDE UK POSTAGE & VAT £
Cheque/P.O./Access/Mastercard/Switch/Visa

CREDIT CARD EXPIRY DATE ________ SIGNATURE ____________________ SWITCH (ISSUE NO______)

Cheques payable to: **SPECIAL RESERVE at**
P.O. BOX 847, HARLOW, CM21 9PH

Inevitably some games listed may not yet be available. Please phone to check availability.
Prices and offers may change without prior notification. SAVE = Saving off full retail price.
PRICES CORRECT AT TIME OF GOING TO PRESS. 19.12.94 E .& O.E.
Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.

Special Reserve
The Discount Club

HUGE range of hardware, software, books, peripherals and leads for PC, CD Rom, Amiga, CD32, Sega, Nintendo, Atari, Apple, Sony, Philips and 3DO. All official UK products, all at HEAVILY discounted prices
Order by post, or by phone or come to one of the Special Reserve

OPEN 10am to 8pm **CLUB SHOPS** 7 DAYS A WEEK

43 Broomfield Rd **CHELMSFORD** near the bus station
The Maltings **SAWBRIDGEWORTH** near the train station

Over 200,000 people have joined Special Reserve

CITIZEN ABC 24 PIN COLOUR PRINTER

FREE WATCH OFFER
FREE PRINTER LEAD
FREE EASYSTART SOFTWARE

144.99
123.40 EX VAT

24 PIN, 80 COLUMN, 192CPS/64LQ, 5LQ/1 DRAFT FONT, 2 YEAR WARRANTY
THE EASY TO USE PRINTER

ABC MONO PRINTER (UPGRADEABLE) **124.99**

SAVE £105

Free Watch Offer

NEW STUNNING VALUE

SAVE £87

CITIZEN PROJET IIC COLOUR INKJET PRINTER **239.99**
50 NOZZLE, 80 COLUMN, 120 CPS LQ, 300 DPI RESOLUTION, 3 SCALEABLE FONTS, LOW RUNNING COSTS AND EASY TO USE. 2 YEAR WARRANTY

ALL PRINTER PRICES INCLUDE CARRIAGE VAT AND **FREE** PRINTER LEAD

PANASONIC KXP2135 COLOUR PRINTER. 24 PIN, 200 CPS/64 LQ WITH **FREE WORDWORTH WORD PROCESSOR** WHILE STOCKS LAST **179.99**
CANON BJ10-SX BUBBLE JET PRINTER. 64 NOZZLE, 110LQ CPS **185.99**
CITIZEN SWIFT 200C COLOUR PRINTER. 24 PIN, 216CPS/72LQ **185.99**
CITIZEN SWIFT 240C COLOUR PRINTER. 24 PIN, 240CPS/80LQ **219.99**
CANON BJ-200 BUBBLE JET PRINTER. 248CPS, 8 TYPEFACES **229.99**

CITIZEN TRACTOR FEED KIT FOR CITIZEN ABC PRINTER **38.99**
CITIZEN PRINTER DRIVER KIT FOR AMIGA - ENHANCES PRINT **12.99**
DUST COVER FOR 80 COLUMN PRINTER (CLEAR PVC)... ... ... **5.99**
PRINTER STAND FOR ANY PRINTER **8.99**
RIBBON (BLACK) FOR CITIZEN 24, 200, 224, 240 OR ABC **6.99**
RIBBON (COLOUR) FOR CITIZEN 9, 90, 24, 200, 224, 240 OR ABC **14.99**

COMPREHENSIVE RANGE OF PRINTERS AND RIBBONS IN STOCK

THIS IS... AMIGA POWER

AMIGA POWER
ISSUE 46 FEBRUARY 1995

TETCHY
Jonathan Davies

INFURIATED
Cameron Winstanley

APOPLEPTIC
Steve Faragher

FRITZED
Jonathan Nash

CAREFREE
Paul Mellerick

GIBBERING
Sue Huntley

UNPOPPED
Sarah Sherley-Price

TEMPORARILY ANNOYED
Rich Pelley, Scheming Celt Turncoat Steve McGill

AD MANAGER
Jackie Garford

DEPUTY AD MANAGER
Louise Woods

SALES EXECUTIVES
Diane Clarke, David Matthews

GROUP AD MANAGER
Mary de Sausmarez

AD DESIGNER
Liz Tuck

PRODUCTION CO-ORDINATOR
Craig Broadbridge

GROUP PRODUCTION MANAGER
Judith Middleton

PRODUCTION CONTROLLER
Claire Thomas

PAPER CONTROLLER
Fiona Deane

ADMIN ASSISTANT
Suzannah Angelo–Sparling

AD DESIGN MANAGER
Michelle Trewavas

LINO & SCANNING **Simon Chittenden, Jon Moore, Chris Stocker, Simon Windsor, Jason Titley, Mark Gover, Ollie Gibbs**

PUBLISHER
Simon The Publisher

CIRCULATION DIRECTOR **Sue Hartley**

MANAGING DIRECTOR **Greg Ingham**

CHAIRMAN **Nick Alexander**

EDITORIAL & ADVERTISING
AMIGA POWER
Future Publishing Ltd
30 Monmouth Street
Bath BA1 2BW
Tel 01225 442244
Fax 01225 446019
But don't call for tips or we'll hunt you down.
And kill your pets.

SUBSCRIPTIONS AND OVERSEAS DISTRIBUTION
Cary Court, Somerton, Somerset TA11 6TB Tel
01225 442244

Annual subscription rate £39.95, post free

AMIGA POWER IS
PRINTED, THINLY, IN THE UK

A member of the Audit Bureau of Circulations
ABC Registered circulation
48,147
Jan-June 1994

THE MORAL OF THE STORY IS
Listen to us, because we're always right.

♥ Future Publishing 1995

REGULARS

8 NEWS
We trawl the globe for Amiga games news WITH OUR NAKED FINGERS, sacrificing our manicures so that you may know more.

52 SUBSCRIPTIONS
To spare you the trouble of travelling to the newsagent each month for your copy of AMIGA POWER, we offer to RISK UNPLEASANT DEATH by bringing it to your house for you.

56 TIPS
Rather than for our own enjoyment, we play games for you, so that you may play and enjoy them better. In doing this we often become TIRED AND FRUSTRATED and get HEADACHES.

68 BACK ISSUES
Our DRAINED AND GREY appearances are explained by the years for which we have slaved on your behalf, years which are recorded in AMIGA POWER back issues.

78 LETTERS
Yet still you write in to complain, insisting that we PUNISH OURSELVES FURTHER to make your life easier.

83 GAME GUIDE
Breathing irregularly, our limbs twitching and our eyes staring vacantly, we struggle to compile a complete listing of every recent Amiga release for you to peruse at your leisure. We apologise if it has been unavoidably stained by COUGHED-UP BLOOD.

88 READER ADS
As the last traces of residual strength ebb from us, we slowly, a letter at a time, type in advertisements. For nothing. For YOU.

SKIDMAR

If God had intended cows to drive, he would have given them wheels. But he didn't. But Acid Software have! And caravans! These and a host of other innovations go to make up *Skidmarks 2*, which we are proud to reveal full details of in a large preview. Page 16

SHADOW FIGHTER

Unquestionably the best beat-'em-up on the Amiga. Page 34

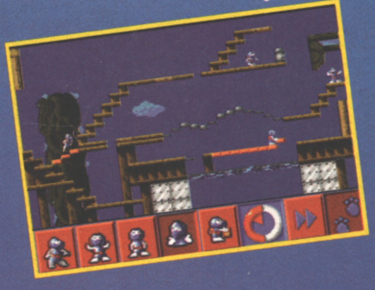
'BE' IN SHADOW FIGHTER! PAGE 69

DREAM WEB

It has taken ages to finish, but now it is. Has been. And, if by 'adult' it means 'grown-up', it is mistaken. Page 48

ALL-NEW WORLD OF LEMMINGS

Is it all-new? Or, in fact, old? Page 26



SHAQ FU

Shaq Fu arrives at the same time as a multitude of other beat-'em-ups. It doesn't have the pedigree of *Mortal Kombat 2*, or the fresh sparkle of *Shadow Fighter*. But it does have a basketball player. And it's by Delphine. Is this enough to save it? Or not? Page 44

THE LION KING

Few would deny that *Aladdin* is an excellent game. (For if they did they would be directly contradicting AMIGA POWER, inviting severe punishment.) But is *The Lion King*, as it seems to be at first glance, as good? Page 40

JONATHAN NASH WOULD JUST LIKE TO SAY: "But, mademoiselle, there is nothing beyond green."
JONATHAN WOULD JUST LIKE TO SAY: "I can't do this."
SUE WOULD JUST LIKE TO SAY: "On my own?"
STEVE F WOULD JUST LIKE TO SAY: "Didn't I see you in the street the other day?"
SARAH WOULD JUST LIKE TO SAY: "Farewell."

TH
W
AM
We
our
surv
emp
Ami
has
whe
faile

RE
FI
FU
PR
All-New
Dragons
Kick Of
The Lio
Mortal K
Shadow
Shaq Fu

PAUL WOULD
CAM WOULD J

R

ut

e
in

EB
s to
t is.
f by
wn-
48

FU
me as a
doesn't
, or the
it does
elphine.
age 44

OVER 8

PAGES SOONER THAN YOU MIGHT EXPECT

ARKS 2

ACID SOFTWARE
ACID SOFTWARE

THE INCREDIBLE WORLD OF THE AMIGA

We stand atop our office and survey the empire of the Amiga. Truly it has succeeded where Napoleon failed. Page 23

REVIEWED THIS ISSUE

FEBRUARY 1995

FULL PRICE

All-New World Of Lemmings 42
Dragonstone --------------------46
Kick Off 3 European Chal ----38
The Lion King ------------------40
Mortal Kombat 2 ---------------37
Shadow Fighter -----------------34
Shaq Fu --------------------------44

BUDGET

Battle For The Ashes---------70
Combat Classics 3-------------72
Cricket '94/'95 Data Disk-----70
Delphine Classic Collection-71
Lucas Arts Classic Coll-------71

PD

Dynamite Warriors -------------75
Giddy 2 ----------------------------76
Island ------------------------------75
Klondike Deluxe AGA ---------76
Wheelie-----------------------------76

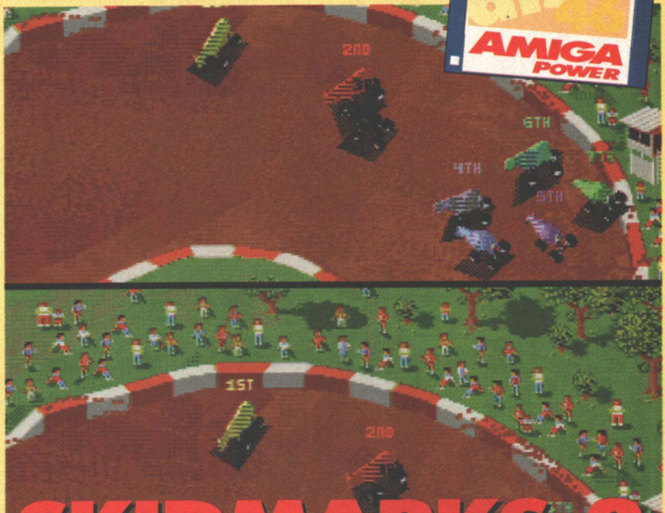
PAUL WOULD JUST LIKE TO SAY: "Please leave a message after the tone."

CAM WOULD JUST LIKE TO SAY: "Me? Paranoid? Who told you that?"

disk 46

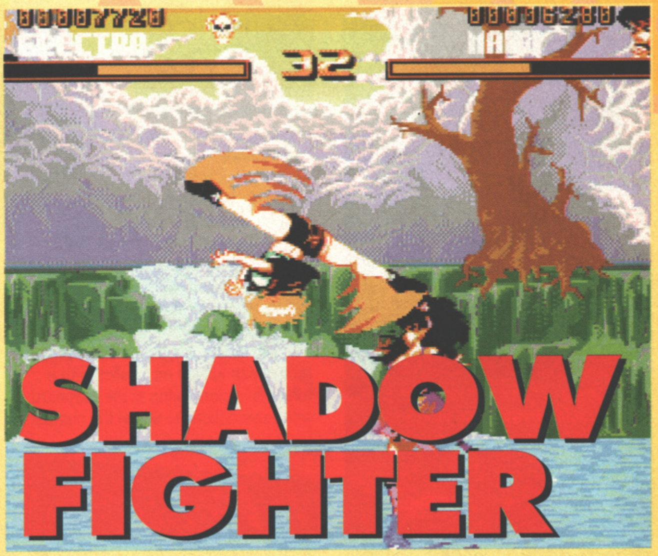
In addition to this copy of AMIGA POWER, you now own a pair of disks, each containing a demonstrative sample of a fine Amiga game. Cherish them, for we expended much effort in their creation. Never allow harm to befall them.

INTRODUCING DISK 46



SKIDMARKS 2

Only AMIGA POWER enables you to drive cows towing caravans. With a special 'Power' mode dedicated to you, our readers. That is how much we care. We have no fear of death, it brings no sorrow. In fact, if *Skidmarks 2* doesn't turn out to be the best overhead-view racing game on the Amiga, we'll be enormously surprised.



SHADOW FIGHTER

Only AMIGA POWER gives you the opportunity to engineer a fight between two girls in a river in Brazil. Unless you actually buy *Shadow Fighter*, of course – something we'd strongly recommend you do, because it really is the best beat-'em-up on the Amiga. And sadly it's the only genuinely good full-priced game we've seen this month.

GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, chuck it in an envelope along with an explanatory letter and an SAE (or you'll never hear from them again), and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 46, Discopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, your prized bicycle will be mysteriously cloven by our shadowy agents.

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

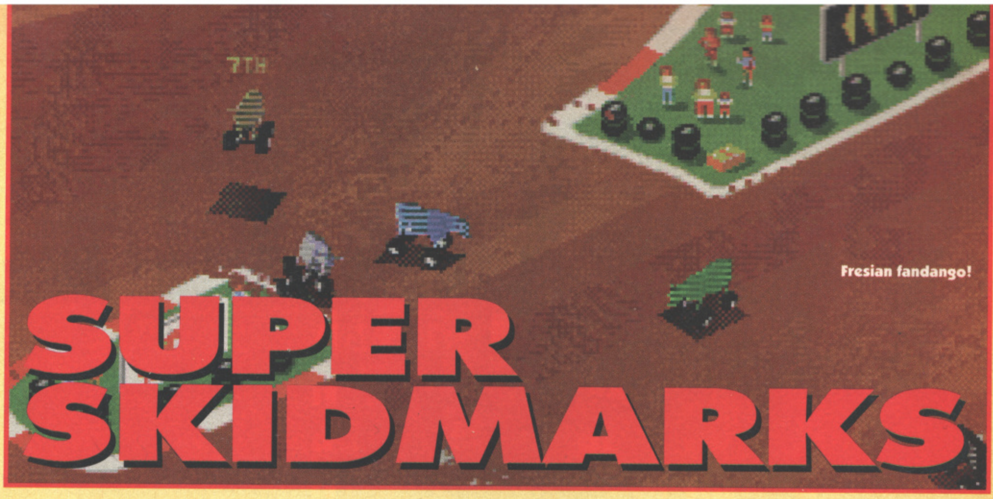
- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- You'll have to reset your machine in order to play one of the other demos. When you do so, follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 46 Returns
Discopy Labs
PO Box 21
Daventry
NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to Discopy. Please.



SUPER SKIDMARKS

Fresian fandango!

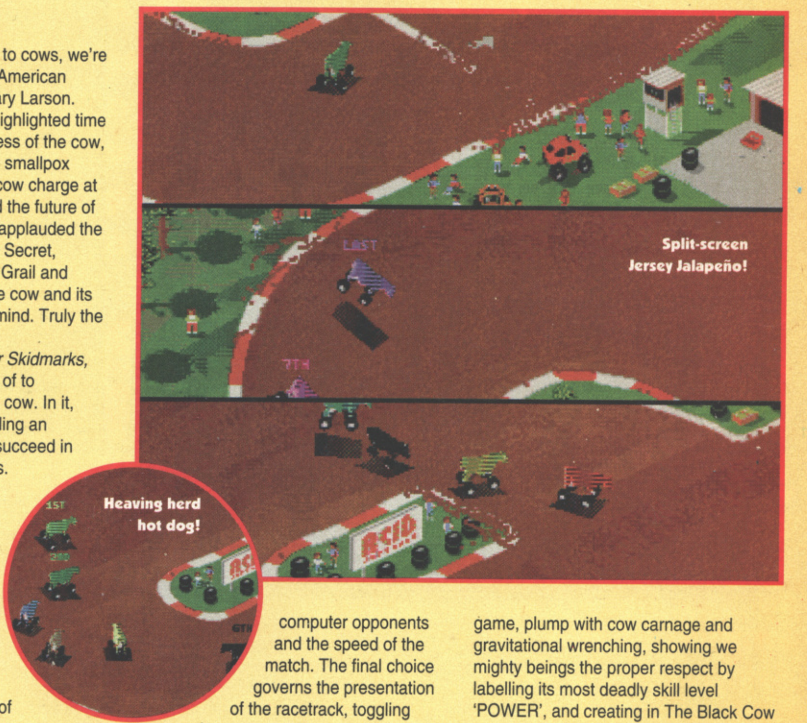
Authors: Acid

When it comes to cows, we're with famous American cartoonist Gary Larson. History has highlighted time and again the resourcefulness of the cow, from its giving the world the smallpox vaccine to the magnificent cow charge at Bosworth Field that decided the future of England. Cinema, too, has applauded the cow, with films such as Top Secret, Monty Python and the Holy Grail and Apocalypse Now affixing the cow and its family firmly in the popular mind. Truly the bovine is a mighty beast.

And now comes *Super Skidmarks,* the first game that we know of to celebrate the majesty of the cow. In it, you play a wheeled cow pulling an optional caravan and must succeed in driving faster than rival cows. Mindful of the universal appeal of the cow, Acid have constructed the game so it runs on all models of Amiga, adjusting special parts of itself to extract the maximum performance from the machine. So, for example, to sustain the literally breathtaking running speed of the game, A500 owners enjoy a cow-pulling-cow motif rather than the full cow/caravan action. So a pox on all those people whose habit it is to complain about non-A500 demos.

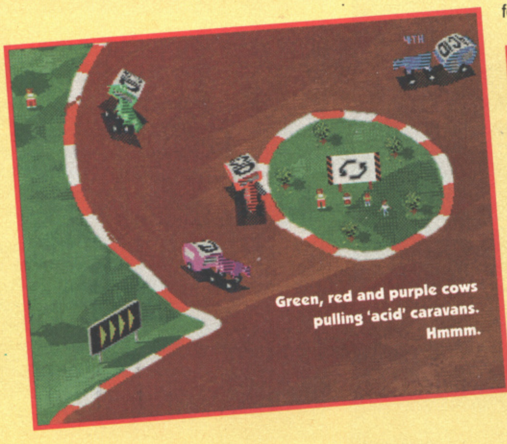
Up to four players can take part in a race, a pair apiece on joystick with a further two clamouring at the keyboard, with extra options to adjust the number of computer opponents and the speed of the match. The final choice governs the presentation of the racetrack, toggling between a split-screen effect and a full-screen picture, the latter behaving in a somewhat *Micro Machines* way as the trailing cow disappears off the borders to be reconstituted back among the pack. Herd.

There is little more to add to this description of the *Super Skidmarks* demo beyond that is a fearsomely exciting game, plump with cow carnage and gravitational wrenching, showing we mighty beings the proper respect by labelling its most deadly skill level 'POWER', and creating in The Black Cow a terrible and ruthless enemy. The game even stops you from going the wrong way around the intersection by mistake. Given all this, we can perhaps overlook the fact its scrolling message spells the word 'lose' as 'loose'. But no. We condemn its slack proof-reading as we would that of any computer game.
WE FAVOUR NO ONE.

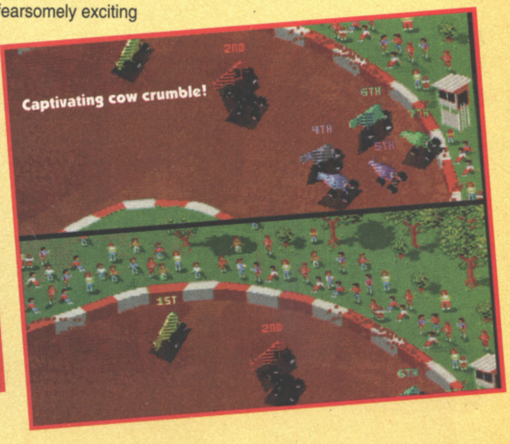


Split-screen Jersey Jalapeño!

Heaving herd hot dog!



Green, red and purple cows pulling 'acid' caravans. Hmmm.



Captivating cow crumble!

SHADOW FIGHTER

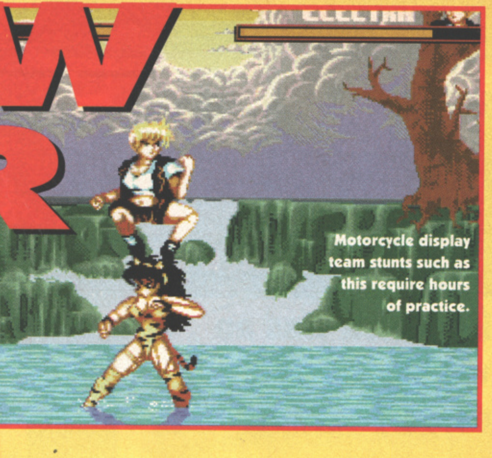
Authors: NAPS Team

Although Pupazz, sinister puppet henchman of Satan, garnered a respectable number of votes, the most popular choice for the official AMIGA POWER demo of this almost unbelievably 91%-scoring game emerged as a scrap between Stout Blonde Lass and Cute Tiger Girl. At the waterfall. So here it is.

Shadow Fighter, the beat-'em-up of champions, knocks *Mortal Kombat 2* into a cocked hat, and then sets fire to the hat. We mighty beings, not overly known for our attraction to boko-biff games in general, found ourselves playing this until our thumbs literally stung unpleasantly. The combination of diverse characterisation, dissimilar moves and pleasingly friendly controls won our carefully-rationed admiration, and so we deemed it necessary to secure a demo for you, our readers.

Although you normally have to hunt around the joypad to discover your secret and special moves in this kind of pugilistic endeavour, we have decided that a demonstration should be as full and unmitigated an experience as is possible. We have therefore printed a selection of the trickier-to-execute ones below. The trick with these is to roll the joypad (or stick, but we recommend a pad) around and stab fire at the last moment, thus unleashing white-hot fury on your opponent.

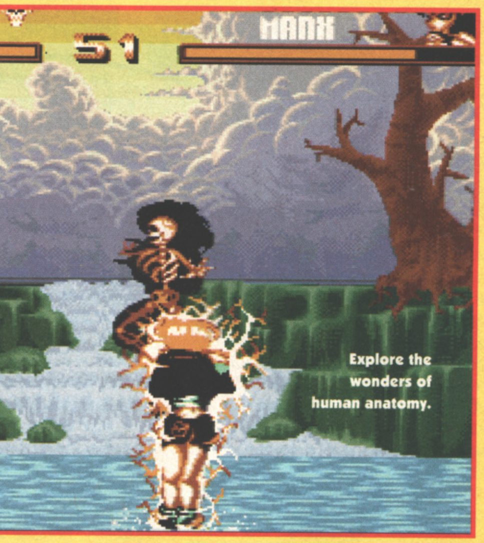
There are plenty of other moves available. Punching the fire button repeatedly may work, as might combinations of direction and fire buttons. Try for yourself – AND MARVEL.



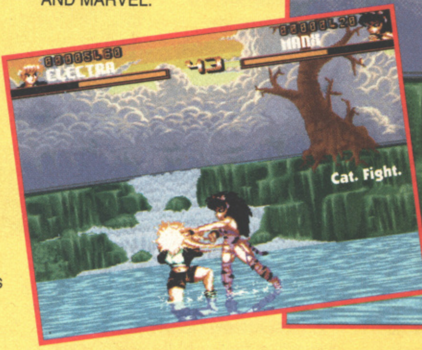
Motorcycle display team stunts such as this require hours of practice.

54
FIRST BLOOD
5000 PTS

Isn't that a beautiful waterfall?

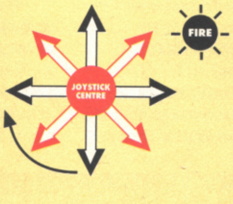


Explore the wonders of human anatomy.

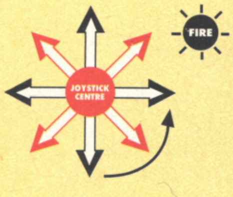


Cat. Fight.

TIGER GIRL

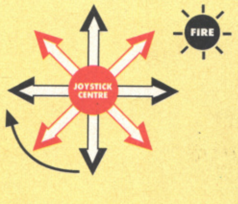


Tiger pounce attack



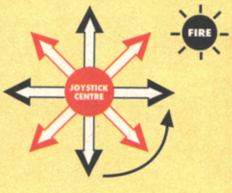
Claw attack

Jumping +

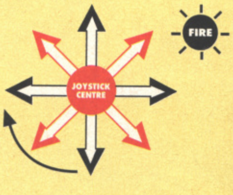


Fallen angel

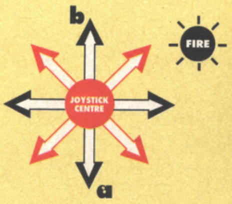
STOUT LASS



Electric boomerang



Power launch



Flying kick

TRUE STORIES

Believe us. In these pages we bring you stories that are true. We DISSEMINATE ESSENTIAL INFORMATION. We, in short, report.

First there was an overhead-view driving game...

T.B.E.

Runs on: A1200, CD32 (possibly A500, A600 later)
Publisher: Supervision
Authors: The Hidden
ETA: Easter

AMIGA POWER PREVIEW

There are enough overhead-view driving games suspended in Amiga-space at the moment to make one's head spin. There's *Roadkill* from Acid and *Powerdrive* from US Gold (which are both out now). There's *Super Skidmarks* from Acid (which we're reviewing this month). There's *Turbo Trax* from Kompart and *All Terrain Racer* from Team 17 (which are due very soon). There's *PID* from Terramarque and *USA Racing* from Dynamic Style (neither of which we've heard of for some time). And now you can add to that list *TBE* – *The Big End* (tsk) – from our chums at The Hidden. Any more and I might conceivably faint.

"It's an accurate Formula One-style simulation, like Microprose's *F1GP*, but presented in an accessible arcade style," Craig from The Hidden explains once we have established a telephone link.

Here at AMIGA POWER we're frequently tempted to unleash the searing might of Kangaroo Court upon driving games which tell you you're travelling at hundreds of miles per hour when you're clearly doing little over 50. But then we remember that they're just a bit of fun, and that it doesn't really matter too much. Even so, though, in *TBE*, speeds and distances are calculated to terrifying accuracy, so it really is a simulation.

"The lap record on the Monza race circuit is something like 1 minute 31 seconds," says Craig. "We tried it in the game and our best time is in the region of 1 minute 31.3. So it's pretty accurate, eh?"

Indeed. And the cars should handle much more realistically than you'd normally expect in an overhead-view game. The 16 tracks are copied from real ones, and the cars in the game take corners at the same speeds as their real-life equivalents. You'll even use the same gears in the same places that German ace Michael Schumacher (hoi ptang) does.

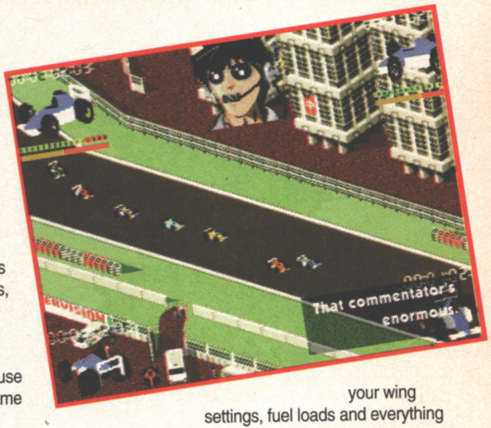
"We actually live, like, just round the corner from the Pacific Formula One team, and they're been helping us out with the handling models and things," remarks Craig casually. "One of their test drivers even helped out with *F1GP*."

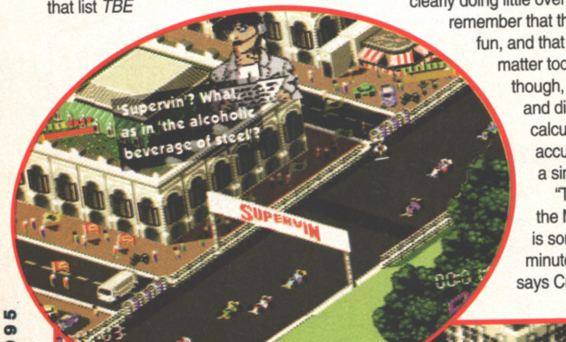
So, is it going to have *F1GP*'s massive range of options?

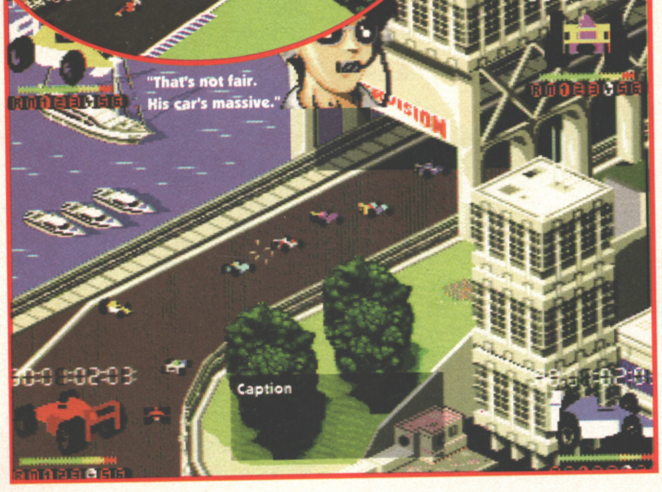
"Yeah, yeah it is," says Craig. "*F1GP*'s just about my favourite game, so we're going to make sure you can change your wing settings, fuel loads and everything (although not the gear ratios – I never seem to bother with those in *F1GP*). And it'll have practice and qualifying sessions, as well as a facility to alter the length of a race. After all, with the accurate lap times, a full race would run for about two hours otherwise.

"In fact, we're even including a quite basic player/manager facility, where you can allot money to research to improve your car. It's very rudimentary, but gives the game more depth."

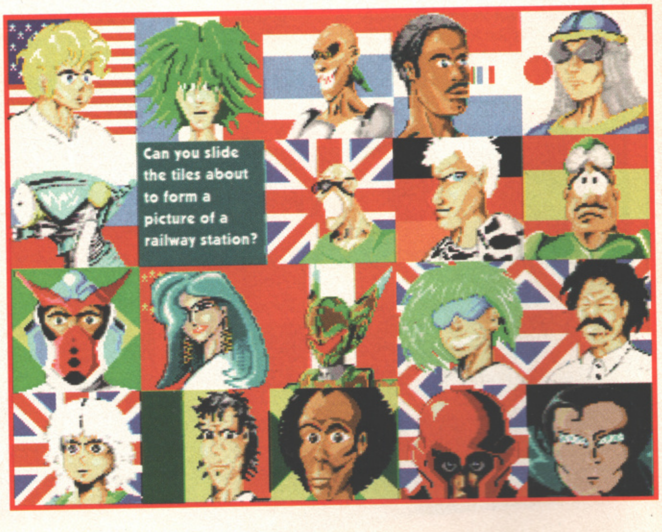
So why the overhead viewpoint, then? Would the polygons approach have allowed

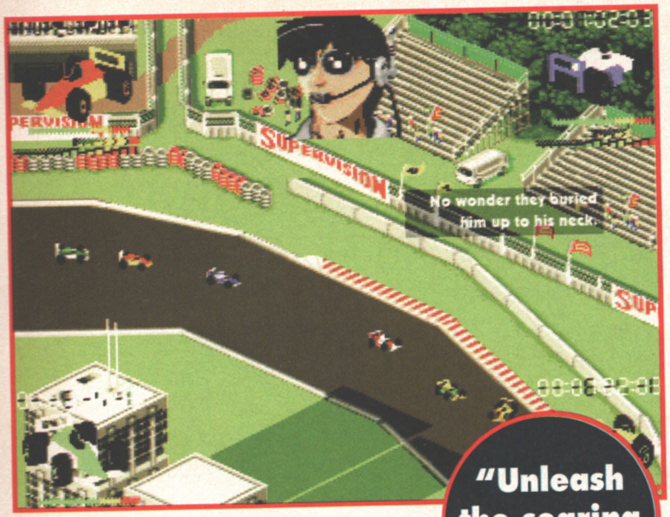

That commentator's enormous.


'Supervin'? What, as in 'the alcoholic beverage of steel'?


"That's not fair. His car's massive."

Caption


Can you slide the tiles about to form a picture of a railway station?



No wonder they buried him up to his neck.

"Unleash the searing might"

for even more realism?

"Well, for one thing it's already been done. And for another, the overhead viewpoint actually has a few advantages. We've been able to include loads of detail in the scenery around the tracks, much of it – like the sea – animated. This makes *TBE* highly atmospheric. The weather will change during races, too, so you may need to pull into the pits and change your tyres. And we're including context-sensitive sound effects, so if you drive past a stadium you can hear the crowds cheering, and if you go under a bridge you can hear the cars driving over the top of it. There'll even be a live commentary on the CD32 version, with around 50 minutes of sound so it shouldn't get repetitive."

Craig goes on to explain that the game will have 26 cars taking part in each race, just like in Formula One. There'll be 20 teams, although they won't be based on real ones. Instead they'll feature imaginary characters like robots and women (not that women are imaginary) (as far as I know) drawn a bit like the ones in *Street Fighter 2*. Each will have different driving characteristics – for example, robots will drive with more technical accuracy, but not much flair. And there'll be 16 tracks, based on real ones this time, with bridges and tunnels and everything.

But if the cars' speeds are accurately scaled down, isn't it going to look a bit slow-moving compared to something like *Super Skidmarks?*

Craig frowns. Audibly.

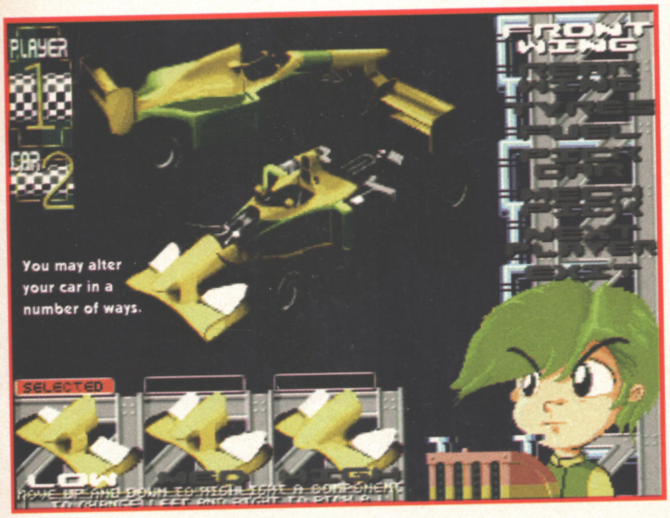
"Yeah, yeah, it does a bit to start off with," he says. "We showed an early version of it at the World of Amiga show, and people said just that. But then we sat them down to actually play it, and challenged them to overtake another car without crashing, and they were all over the place. The controls are realistic, so they take quite a bit of getting used to, but they shouldn't be offputtingly wild."

Finally, and perhaps most importantly, what about crashes? Can you drive round the track backwards?

"Yes, indeed you can. And we're arranging some horrendous head-on collisions and pile-ups – all the sort of stuff that everyone likes."

TBE will be appearing first on the A1200 and CD32, with a cut-down 500/600 version possibly to follow.

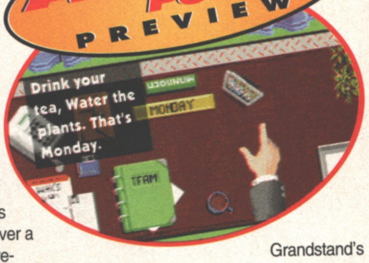
● ***JONATHAN DAVIES***



You may alter your car in a number of ways.

SUPER LEAGUE MANAGER

Runs on: A500, A600, A1200
Publisher: Audiogenic
Author: Anglosoft
ETA: Feb/March



Drink your tea, Water the plants. That's Monday.

Anyone who bought *Rugby League Coach* (AP43, 62%) or at least read the review will be getting a strange sense of déjà vû looking at these screen shots. There's the same disembodied arm waving over a similar desk, the same selection of pre- and post-match screens, and even the same sinister coach guiltily looking round as he hunches over what appears to be the rapidly cooling corpse of his latest victim. Yup, *Super League Manager*'s clearly a management game and it's clearly by the same blokes that wrote *Rugby League Coach*. So, I challenged Peter Calver from Audiogenic, why should we go for this game?

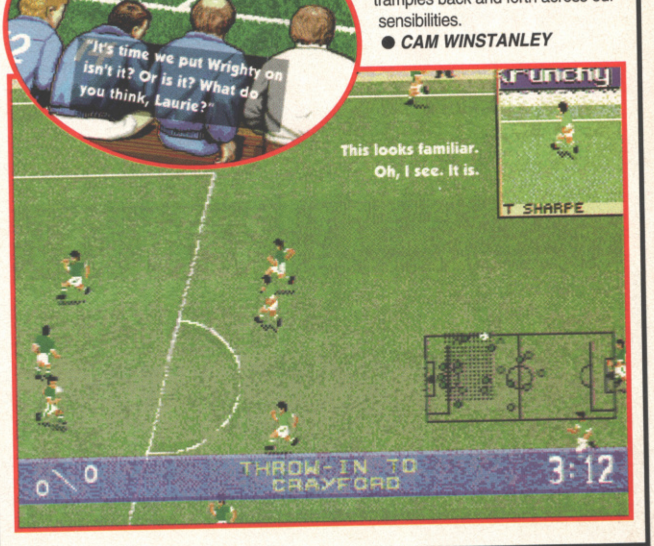
"It's a football management game with a more human face," he explained. "Your manager changes his suit every week, you have to water the plant on his desk and if you don't have tea in the afternoons, then the tea lady enquires after your general health."

This "human face" continues through the game, with players being described by a few lines of text instead of statistics, and match reports written in the style of Grandstand's Final Score. "We achieved this by putting in all the typical phrases and clichés that journos use and then getting the program to pluck them out randomly. It occasionally repeats phrases, but more often than not, the reports read quite credibly."

Every time your team features on telly (about one game in every five) you get the option of playing the match. In much the same way as Sensible Software built *SWOS* around *Sensible Soccer*, Audiogenic are basing their game on *Wembley International Soccer* (AP39, 85%) which we all liked lots, although the tactics editor has been taken out and replaced with your role as a manager. "By giving the option of playing the occasional match, we've stopped the game becoming monotonous, but made it impossible for a player who's handy with the joystick to win all the time despite poor management."

It's nearly finished, so next month we ought to be able to tell you whether it really is a *SWOS* beater, or, indeed, stands out at all from the immense herd of football management games that constantly tramples back and forth across our sensibilities.

● ***CAM WINSTANLEY***



"It's time we put Wrighty on isn't it? Or is it? What do you think, Laurie?"

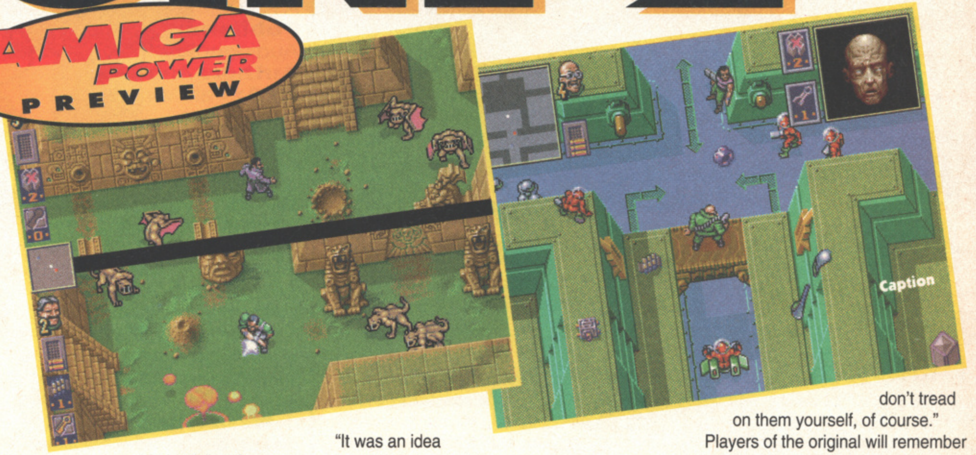
This looks familiar. Oh, I see. It is.

THE CHAOS ENGINE 2

AMIGA POWER PREVIEW

Runs on: A500, A600, A1200
Publisher: Renegade
Authors: The Bitmap Brothers
ETA: Easter

A game of co-operation? Not this time. This time it's war.


Caption

"Ah, but we thought of it first," claims Simon Bitmap when challenged about *The Chaos Engine 2*'s time-travelling storyline. It sounds uncannily similar to *Cannon Fodder 2*'s, with you jumping about between the an Aztec world, Medieval times, Feudal Japan, the future and "a secret place". We're not so sure, and would like to see the Bros and the Sensible boys battling for exclusive rights to the plot, perhaps with one side armed with, say, sledgehammers and the other with sickles.

The original *The Chaos Engine* is one of the Amiga's most revered games. It's at No. 29 in our All-Time Top 100, and even AP Art Editor Sue's eyes lit up when news of a sequel reached us. "*The Chaos Engine* is the only game I like playing," she said. We reviewed it in the February 1993 issue of AMIGA POWER, so it seems fitting that we should be announcing its sequel on the second anniversary of that occasion. Don't you think?

The main innovation in *The Chaos Engine 2* is the split-screen mode. While the first game had the two players working together, this one will pit them directly against each other, so they've got to watch out for each other as well as the multitudinous baddies.

"It was an idea we talked about a lot when we were putting together the first game," says Simon. "Wouldn't it be nice if the players could shoot each other, we thought. And now they'll be able to. Do you remember *Spy vs Spy*?"

Natch.

"Well, it's a bit like that. You can booby trap doors to catch out the other player, and lock him in rooms, and get the monsters to attack him rather than you. And the scenery works in 3D now, so you can walk behind and under things, which means you can hide mines in passages where your opponent won't be able to see them. But you've got to make sure you don't tread on them yourself, of course."

Players of the original will remember the fiendishly intelligent computer player who would help you out when you didn't have a chum handy. Now, terrifyingly, the computer player works against you. The Bros are working on a single-screen mode for when this happens, with the computer player visible in a little window in the corner, but aren't sure whether it'll make it into the finished version.

We are happy to welcome back the Bitmap Brothers after their two-year holiday. As big fans of both *The Chaos Engine* and two-player games, we expect *The Chaos Engine 2* will be utterly fantastic.

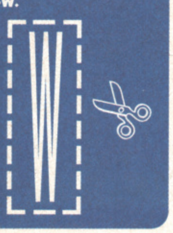
● ***JONATHAN DAVIES***

WE'RE SORRY

It was only after the presses had begun to roll that we noticed. And by the time we had lunged for the emergency stop button it was too late. Four years of AMIGA POWER tradition had been destroyed in a single act of carelessness. AMIGA POWER collections for ever more will be blighted to read "AMIGA POWER AMIGA POWER AMIGA PO ER" when arranged chronologically on a shelf. If we could have turned back the clocks and made amends we would have, but sadly that was beyond even our mighty powers. Readers, we have failed you.

All we can offer you by way of compensation is this small "W", which can be cut out and sellotaped carefully to the spine of your AP45. It won't be the same, of course, but it might be enough to deflect scornful comments from friends and relatives.

An official AMIGA POWER spine-W.

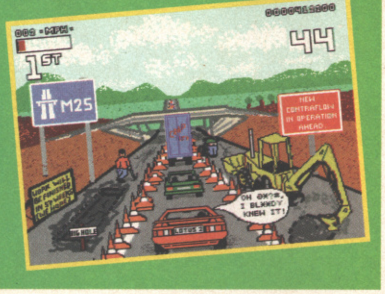


IN THE STYLE OF...

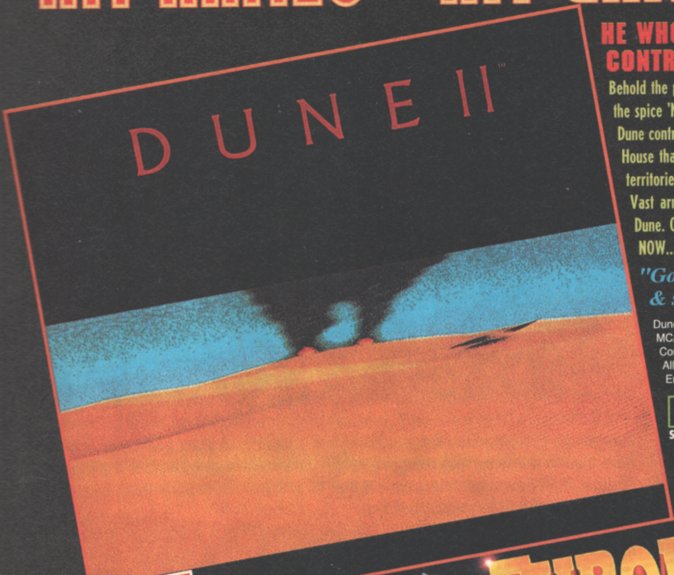
While it's hardly side-splittingly funny, James Scoot of Newbury's *Lotus 2* In The Style Of the M25 scores points – 6/10 of them in fact – not just for omitting Lemmings being bloodily killed for various reasons, but for the effort James has put into creating it. He has drawn a splendid JCB digging up the road, and lovingly written signs warning that the roadworks will not be completed for 57 weeks. The scenery is pleasant, and he has even remembered to include one of those irritating speech bubbles that seem to plague all *Lotus* games.

But if you study the road cones carefully you'll see that they appear to grow larger as they recede into the distance – the perspective isn't quite right. James is thus docked 3 points, and will be receiving £60-worth of games in the post.

If you have a picture of something In The Style Of something else, put it onto a Deluxe Paint-readable disk with your name and address written on it to: In The Style Of, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, and you could win up to £200-worth of games.


000 MPH
1ST
44
M25
NEW CONTRAFLOW IN OPERATION AHEAD.
WORK WILL BE FINISHED IN 57 WEEKS (WE HOPE)
BIG HOLE
LOTUS 2
OH @%?#, I BL%%DY KNEW IT!

HIT NAMES - HIT GAMES FOR YOUR AMIGA



HE WHO CONTROLS THE SPICE... CONTROLS THE UNIVERSE.

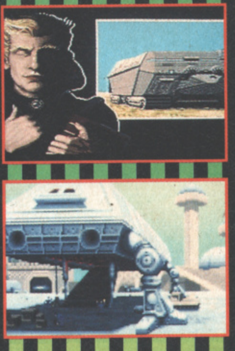
Behold the planet Arrakis, known as Dune - land of sand and home of the spice 'Melange'. The spice controls the empire - whoever controls Dune controls the spice. The Emperor has proposed a challenge - 'The House that produces the most spice will control Dune, there are no territories...and no rules of engagement.'

Vast armies have arrived. Now three Houses fight for control of Dune. Only one House will prevail. Your Battle for Arrakis begins NOW.......

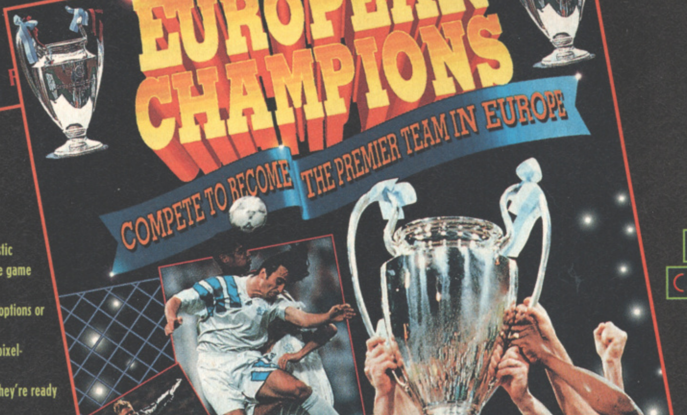
"Gorgeous graphics, incredible music & sound effects... frantic and exciting."

Dune is a trademark of Dino De Laurentiis Corporation and licensed to MCA/Universal Merchandising Inc. © 1984 Dino De Laurentiis Corporation. All Rights Reserved. © Westwood Studios Inc. All Rights Reserved. Published under license from Virgin Interactive Entertainment (Europe) Ltd.

14.99
ST/AMIGA



DUNE II

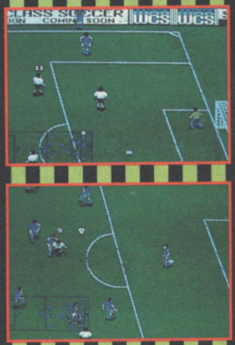

EUROPEAN CHAMPIONS
COMPETE TO BECOME THE PREMIER TEAM IN EUROPE

A SOCCER SIMULATION THAT COMBINES REALISM WITH FAST ARCADE ACTION!

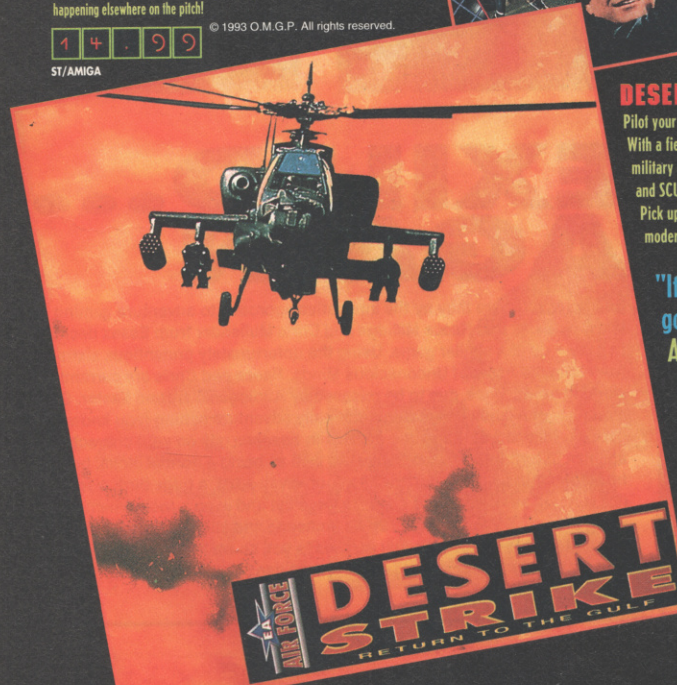
- * TWIN VIEWS - Select either FAST-ACTION TOP-DOWN or the realistic GRANDSTAND VIEW. Just hit the key and the switch is made - the game doesn't stop for a moment!
- * TACTICS - Select one of the many, easy set up BUILT-IN-TACTICS options or DESIGN YOUR OWN!
- * INTELLIGENT PASSING - Choose one of three different modes for pixel-perfect passing. Build up moves quickly and fluidly.
- * SPECTACULAR - Large, SUPERBLY ANIMATED players look as if they're ready to burst out of your screen!
- * REALISTIC - Variable wind direction, wind speed and pitch conditions that really INFLUENCE THE GAME-PLAY.
- * ACTION REPLAYS - Select to replay in either GRANDSTAND or TOP-DOWN mode. Featuring FULL VIDEO CONTROLS (rewind, fast forward, freeze frame, slow motion). You can even change the camera angle during a replay to find out what was happening elsewhere on the pitch!

© 1993 O.M.G.P. All rights reserved.

14.99
ST/AMIGA



EUROPEAN CHAMPIONS



DESERT STRIKE

Pilot your AH-64 helicopter against a ruthless tyrant. With a fiery blast from your Hydra Rockets you must annihilate the military arsenal. Take out tanks, chemical weapons plants, airplanes and SCUDs. Get debriefings and plan missions on detailed maps. Pick up fuel, manage weapon supplies and feel the power of a modern, multi-million pound attack chopper.

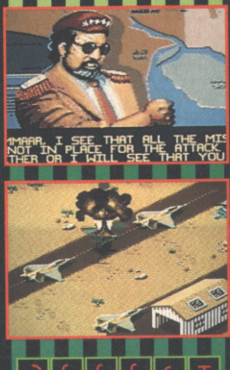
"It's massively addictive." " You're going to have to go out and buy this."
AMIGA POWER 92%

"...you'll cherish this for a long time to come." AMIGA ACTION 90%

"Oozes playability - Desert Strike's as compulsive as they come."
AMIGA FORMAT 94%

14.99
ST/AMIGA

Desert Strike™ is a trademark of Electronic Arts. © 1992, 1994 Electronic Arts. All Rights Reserved Electronic Arts is a trademark of Electronic Arts Limited. Published under license.

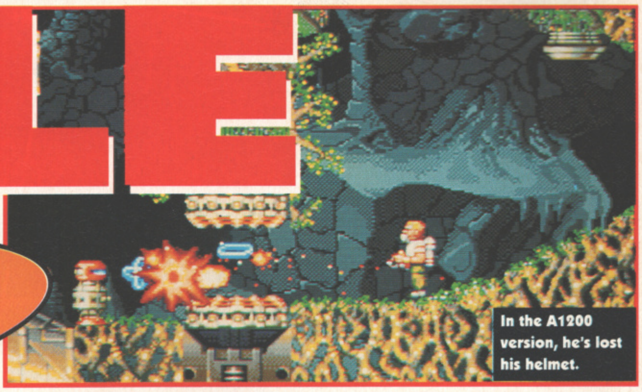

MMAAR, I SEE THAT ALL THE MIS
NOT IN PLACE FOR THE ATTACK
THER OR I WILL SEE THAT YOU

DESERT STRIKE™

HIT SQUAD
2 CASTLE STREET · CASTLEFIELD
MANCHESTER · M3 4LZ
TELEPHONE: 061 832 6633
FAX: 061 834 0650

Screen shots taken from various computer formats

EXILE


In the A1200 version, he's lost his helmet.

AMIGA POWER PREVIEW

Re-release? Well, yes. But of one of the greatest games ever.

Runs on: A1200, CD32
Publisher: Audiogenic
Authors: Peter Irvin, Jeremy Smith
ETA: Feb/March

There's an argument used by older game players that runs like this. Old Spectrum and C64 games, they reason, were better to play and more fun because programmers didn't have flashy graphics, billions of colours and custom sound chips to fall back on. No way would something as tragic as *Microcosm* have reared its ugly head, as you didn't have the option of hiding tired, bland games behind impressive intro sequences. Old games were great because although they frequently weren't 100% machine code, they were always 100% playable.

It's a neat argument and helps explain the flossy, dewy-eyed nostalgia that anyone over 25 has for the so called "good old days," but it's not entirely true. *Schizoids* and *Friday the 13th* came out on the Spectrum, and, as well as having rudimentary graphics, they were completely crap. So there.

But this doesn't entirely rubbish the argument though, as great games really don't need entirely tremendous graphics. Regular readers of AP can, at this moment, refer back to AP37's AMIGA POWER All-Time Top 100 and see that there's a bland-looking little game called *Exile* listed as the eighth best game OF ALL TIME, even though it resembles a cross between *Lemmings* on the Game Boy and an antiquated 8-bit platformer.

Exile, Exile, Exile, Exile, even the name sounds great. It's like elixir *(It is? – Ed)* – a liquor once supposed to have the power of indefinitely prolonging life, or experiment, or experience, or excellent. It's the sort of name that, if it were an aftershave, you'd cover a large cotton towel in it and then bury your face deep into it to fully savour the delicious fragrance buried deep within the cotton loops. We like *Exile.* We like it lots.

The good news from Audiogenic's Peter Calver comes in two neatly separate but equally yummy portions. The first is that the original *Exile*'s getting a budget release in the new year. "We still get calls from people who bought it years ago, but there's a whole new generation of Amiga owners who will have missed out on it," said Peter. "Getting such a huge game on budget represents true value, and it's the sort of game that'll probably clog up your tips pages for months to come." No doubt Rich Pelley will be overjoyed.

The second steaming slice of gorgeousness is that according to Peter there's also going to be a souped-up A1200 and CD32 version of the game, but more of that in a moment.

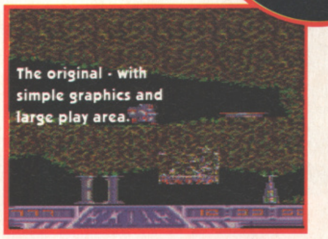
The *Exile* blurb calls it a "text-free adventure game," which almost, but not quite, completely fails to get across the finer points of the game. As a jetpacking hero, you've got to explore the caves and surface of a planet, not only to defeat the baddie, but also to save your buddies. This sounds a bit adventury, as do the puzzle-solving aspects involving pick-this-up/take-it-somewhere-else/give-it-to-someone/use-it-on-something action as well as shooting and bombing things.

But hey, there are loads of adventure games like this, from top-down adventures such as *Darkmere* (AP37, 69%) to the brilliant platform adventure *Flashback* (AP25, 92%). What makes *Exile* so special is that this is just the start to the fun. The game uses real physics, so gravity takes hold of your jetpacker and anything he throws or drops. The caverns are also criss-crossed by powerful vents which blow things around, but thanks to the physics, you can counteract the buffeting by picking up a large rock or something equally heavy. Clever, huh?

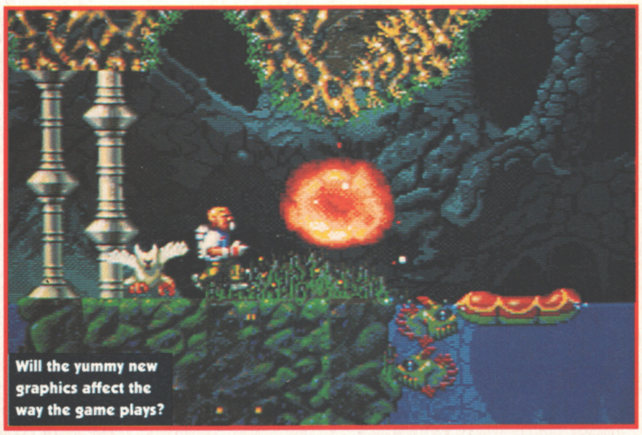
There's just one huge level to the game, although Peter reckons that if you knew how to do every puzzle and where to find every piece of equipment, it'd still take you six hours to complete the game from start to finish. The forthcoming A1200 version's pretty much identical to the original in a "if it ain't broke" sort of way, although the graphics are now 50% bigger. This of course means that you can't see as much of the screen, and although Peter assured me that this isn't a problem, I remain sceptical. Apart from that, it's glossier, it's got flashy parallaxing backgrounds and it's due out very, very soon. Yippee.

● *CAM WINSTANLEY*

> "Neatly separate but equally yummy"


The original - with simple graphics and large play area.

We love this game so much, it hurts.


Will the yummy new graphics affect the way the game plays?

EXILED... AGAIN

So impressed were they by the innovative approach to adventure gaming taken by *Exile*, that Reece Millidge and Chris Mullender from Essex decided to have a go at a similar game. Using the unfortunately pretentious sixth-form-inspired name of Unconscious Minds, Reece and Chris are currently working on *Essence*, due to be released by Audiogenic around Easter. Set on a number of islands in a more traditionally adventure setting (you know, orcs, goblins, that sort of thing), the puzzles in *Essence* rely on your character's abilities to turn into various things. As well as being a normal bloke, he can transform into a little bloke (for tiny doorways), a bat, a huge bird, a squirrel (for running along ropes), a beetle, a large cat and even a rock, which is always handy if you want to drop on someone and kill them. Although we've had a peek at the game, it's still early days yet, so we'll have a full preview with pictures and everything as soon as we can.

FRONTLINES

Runs: A500, A600, A1200
Publisher: Daze
Authors: Impressions
ETA: February

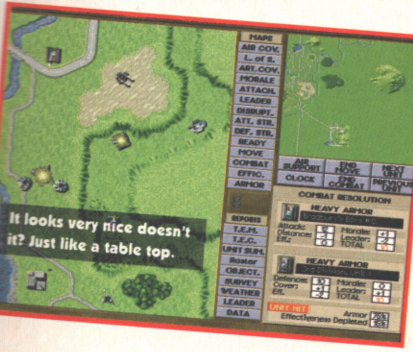
AMIGA POWER PREVIEW

It's been months, possibly years, since we last looked at a hexagon-based wargame. I'd like to be more specific, but as I searched further and further back through the AMIGA POWER archives, the aging back issues turned to dust in my hands. We had forgotten all about them, to be honest, perhaps assuming that they had been superceded by games like *Campaign* and *Battle Isle.*

But no. Take heart, cobwebby wargamers. The hexagon is back, rising Lazarus-like from the grave to tessellate again. In *Front Lines,* due from Impressions in February, it forms the battlefields of the year 2040, where private armies of mercenaries are laying siege to the rightful democratic governments of the land. You, the player, must take it in turns with the computer to move hover tanks and 17 other types of futuristic weaponry around the landscape to repel their advances. All the things a good wargame should have will be included, like air support, weather and supply lines. Impressions promise much better graphics and sound than you'd normally expect to find in this sort of thing, adding that this won't, of course, compromise the game's strategic heart. The list of features we've been sent includes, bizarrely, "1 turn lasts 5 minutes".

We're expecting a finished copy of *Front Lines* next month, and I shall take the greatest pleasure in giving it to someone else to review.

● ***JONATHAN DAVIES***


It looks very nice doesn't it? Just like a table top.

THEY WHO HAVE ERRED

You may occasionally see recall notices in newspapers warning consumers of dangerous faults in dishwashers and suchlike. Well. Here, in what we hope isn't to become a regular column, is the Amiga's equivalent.

If you've not only still got an Amiga 500, but you're using it with Workbench 1.2, and you've been playing *Cannon Fodder 2* on it, you'll have noticed that it won't format save-game disks. You may even be one of the 3,500 AP readers who have telephoned us on the subject. Virgin tell us there is a fault in the game, and if you write to them at 338a Ladbroke Grove, London W10 5AH they'll send you a pre-formatted save disk.

Then there's *Super Stardust.* It works fine... unless, we're told, you're trying to install it onto an Archos Overdrive hard disk. Team 17 are ready with a solution, which they'll send you if you return your registration card along with an explanatory note to Kenny Grant at Team 17, 6 St Johns Square, Wakefield, West Yorkshire WF1 2QX.

And finally, *Zeewolf.* As we are all too aware here at AMIGA POWER, *Zeewolf* (and coverdisk demos of it) won't work on a very limited number of Amiga 1200s. It's something to do with the disk drives in them, apparently. There's nothing we can do about our coverdisk, sadly, but if you've bought the full game and are having trouble getting it to load, send your disk to Binary Asylum, 28 Brock Street, Bath BA1 2LN, and they'll sort you out with a replacement.

Cannon
Wrong!

Step smartly across the road to avoid...

KANGAROO COURT

NO 9

HELLO, THIS IS A COMPUTER GAME

THE CRIME: Reminding the player of the real world.

THE CASE FOR THE PROSECUTION: Friend programmer lounges in his warm, deep leather chair. Before him lie the disparate elements of *Atmospheric Victorian Point-and-Click Whodunnit 4.* It is his job to combine them into a seamless whole. Stirring the crackling logs afire in the grate, he bends to his task.

The musician, he notes, has excelled himself. Reflecting the period setting of the adventure, the soundtrack blends wittily overdramatic pipe-organ phrases with sinisterly sedate violin bowing. A montage of samples underscoring each scene, such as the creaking ropes and morosely distant foghorns in the docks sequence, completes the aural picture. Friend programmer taps out his briar pipe on the heel of his brogues and, smiling gently at the connection, turns his attention to the packet of disks from the graphic artist. Quickly fashioning a viewer program, he examines her work. It is, of course, superlative. The muddied palette of the impoverished areas of the city contrasts excitingly with the bright clutter of rich housing. Skilful animation breathes life into the characters; friend programmer is particularly impressed with the way a few deceptively simple touches imply great age in the detective's disguise of a bewhiskered colonel.

A muffling bump distracts friend programmer's attention. He glances through the window of his library-cum-office to see that the mighty oak has shed its crown of snow. The squire's children are already disporting themselves in this crisply heaped new playground, squealing with joy. Friend programmer guffaws heartily and settles in his chair with a sheaf of notes recounting the adventure's story. It is indeed an involving read, and the ashes are heavy in the grate before he lays the script aside.

Finally, friend programmer scans through his code. He is rightly pleased with himself: it is an elegant and comprehensive piece of work. He congratulates himself on the foresight displayed in its modular design, so making the integration of the game's elements a piffling matter of slotting in the segments. Fascinatingly, despite knowing the game intimately, friend programmer's brief examination to confirm all is in order stretches into a thorough playtesting, and quiet has fallen upon the gardens by the time he has completed the adventure.

Only one thing remains. An additional task to layer the structure of the game. Some items, perhaps, the detective could collect on his travels? Friend programmer nods slowly. But which items would be appropriate? He paces around his desk. He stops before a specific bookcase; his hand idly selects a certain book. It is a bound volume of Sherlock Holmes, chocolate-brown. Friend programmer riffles through the pages, unconsciously absorbing the woodcut illustrations of Holmes's study: elements of his trademark costume, his chemical apparatus, the famous Meerschaum. Friend programmer closes the book, noting the detective's sharp profile caught on the cover. A lightbulb snaps on in his mind. A furious bout of programming, and the routine is complete. Now, as the detective searches the streets of London in *Atmospheric Victorian Point-and-Click Adventure 4,* for extra points he can pick up icons shaped like joysticks, monitors and labelled blue disks.

Sod.

THE PENALTY
First offence: 9-16% off
Second offence: 13-21% off
Third offence: Public execution by having croquet hoops driven into the top of the head and spun using a length of chain by a gigantic dynamo, being released at 15,000rpm to slam into an enormous cardboard facsimile of Floella Benjamin fronting a bulky anvil to the pleasing strains of Roger Whittaker.

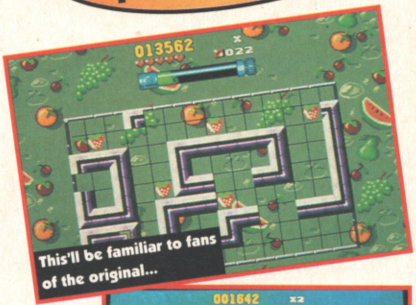
SUPER LOOPZ

Runs on: A1200, CD32
Publisher: Audiogenic
Author: In house
ETA: Feb/March

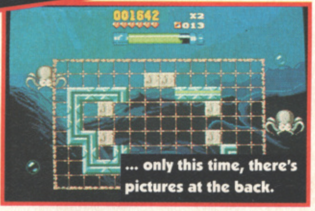
AMIGA POWER PREVIEW

The original *Loopz* was one of those puzzley games that never really hit the big time, but then, most puzzle games fail to thrill. Oh sure, *Lemmings* and *Tetris* were huge, but that's about it as far as puzzley blockbusters are concerned. Which is a shame, because there's loads of really great puzzle games out there, *Fury of the Furries* (AP34, 77%), *Pipemania* (AP22, 79%) and *One Step Beyond* (AP29, 87%) to name but a few examples.

Super Loopz is one of those games that has ventured away from the Amiga only to return once more like a prodigal son. *Loopz* was developed into the exciting Nintendo game *Super Loopz* by putting lots of pictures, colours and animations in the background, and it is this version that is now making its way back to the A1200 and CD32.



This'll be familiar to fans of the original...



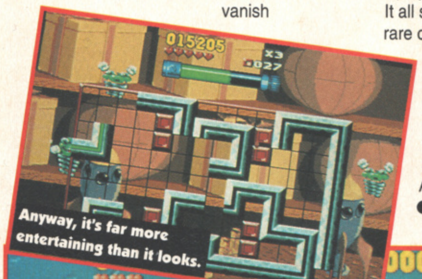
... only this time, there's pictures at the back.

The idea is to create complete circuits (or 'Loopz') out of sections of pipe that appear randomly, a bit like *Tetris*. As soon as you've made a loop, it vanishes, but as soon as you've misplaced a section and messed up a loop, you've got to battle on and hope that a vanish section will appear to allow you to zap away all the clutter.

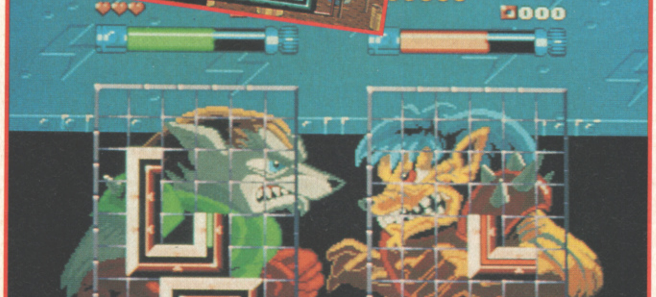
As with most puzzle games, the basic idea is fleshed out with loads of variations, from an arcade mode where you get less and less time to place each block through to a thoroughly entertaining two-player mode where you compete to be the player who finishes each loop.

It all seems rather groovy, and, in a rare outbreak of common sense, it's going on sale at only £15, which seems to make it the right price for a fun and playable but not overly stunning little game. Hurrah for *Super Loopz*! Hurrah for Audiogenic!

● ***CAM WINSTANLEY***



Anyway, it's far more entertaining than it looks.

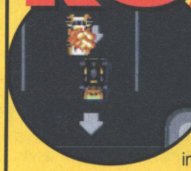


And, um, here's some 'loopz' we completed earlier. Sort of.

AMIGA POWER RECOMMENDS

If you haven't bought these yet, we recommend you do. And we're right.

ROADKILL



Acid (AP45 84%)

If we rated games based purely on the gallons of adrenaline they catalysed per minute, *Roadkill* would be looking at a score in the high nineties. As it is we awarded it a creditable 84, marking it down slightly for being a little shallow, but being utterly bowled over by the incredibly exciting atmosphere it generates. "TAKE HIS LIFE," hisses the voiceover. And you simply have no choice.

CANNON FODDER 2

Virgin (AP44 89%)

Sensible captured the hearts of the world with their little band of soldiers, trooping through a variety of settings against enormous odds. And they seem to have done it with the sequel, too – 72 more levels of the same, with new scenarios including the notorious Alien Planet. It's tougher than the original, so if you enjoyed that, and don't mind handing over handfuls more money simply for some new levels, then, er, yes.

SENSIBLE WORLD OF SOCCER

Renegade (AP44 95%)

We must have written more words about the various incarnations of *Sensi* than any other Amiga game. But we're always eager to write more. Especially when it's concerning this latest, best incarnation, with its tactical management facilities, stadium round the edge of the pitch, and little spinning 'S' in the corner of the screen. This *is* the best Amiga game ever.

ZEEWOLF

Binary Asylum (AP43 90%)

The world seems much less of a threat when you're sitting just above it in a helicopter armed with cannons, rockets and guided missiles. *Zeewolf* gives you that feeling, and also an extensive range of missions to tackle, along with slick 3D graphics, big explosions and complex strategic decisions. We'd hesitate to recommend it so readily to A500/600 owners, as it will run rather slowly on their machines, but everyone else should enjoy it enormously.

BUBBLE AND SQUEAK A500

Audiogenic (AP45 83%)

Oddly, even if you've got an A1200, it's worth going for the A500 version of *Bubble and Squeak*. Although you lose out on the attractive pink-and-purple backgrounds, you gain a more sensible Blue Thing who doesn't keep ruining the fun with his stupidity. Apart from that, it's the same intriguing puzzley platform game as it always was. Buy it.

NDS
we
ght.

L

ns of
kill would
it is we
lightly for
ver by the
E HIS

e
, and don't
, er, yes.

LD

arious
game. But
when it's
its
d the
corner of

sions.
run
mously.

O

oing for
ough you

Thing
pidity.
ey

A division of
SOFTWARE PLUS
Britains's largest independent
specialist retailer of
computer games.

SOFTWARE FIRST

Established 1981

AMIGA TITLES

7th Sword of Mendor	CALL
A Train & Construction Set	£10.99
Air Bucks 1.2	9.99
Air Support	£9.99
Alfred Chicken	£10.99
Alien Breed 2 (1 Meg)	£14.99
Alien Breed Special Edition (1 Meg)	£9.99
Another World (1 Meg)	£11.99
Apidya	£8.99
All New World Of Lemmings	£19.99
Apocalypse	£17.99
Aquatic Games	£12.99
Arabian Nights (1 Meg)	£9.49
Arcade Pool	£6.99
Archer McLeans Pool	£11.49
Armour Geddon 2	£17.99
Assassin Special Edition	£9.99
ATR	£17.99
Award Winners Gold Edition	£19.99
Battlestorm	£4.99
Battletoads	£16.99
Beastbusters	£2.99
Beau Jolly Compilation	£22.99
Beneath a Steel Sky	£21.99
Benefactor	£17.99
Birds of Prey (1 Meg)	£11.99
Black Crypt	£10.99
Blastar (1 Meg)	£8.99
Blob	£6.99
Body Blows	£7.99
Body Blows Galactic (1 Meg)	£14.99
Breach 3	£22.99
Brian the Lion	£17.99
Brutal Sports Football	£13.99
Bubba N Stix	£12.99
Bubble and Squeak	£25.99
Bump and Burn	£19.99
Burntime	£17.99
Caesar Deluxe	£10.99
Campaign 2 (1 Meg)	£22.99
Cannon Fodder	£19.99
Cannon Fodder 2	£19.99
Castle Conquest	£22.99
Champ Manager Compendium	£17.99
Champ Manager Italia 95	£10.99
Championship Manager 2	£22.99
Championship Manager EOS Disk	£12.99
Chaos Engine	£12.99
Christmas Lemmings 94	CALL
Classic Collection Delphine	£19.99
Classic Collection Lucas Arts	£19.99
Classic Collection Velocity	CALL
Club Football Manager	£19.99
Clue	£19.99
Colonels Bequest	£12.99
Combat Air Patrol (1 Meg)	£16.99
Corkers Compilation	£12.99
Crystal Kingdom Dizzy	£8.99
D Day Beginning of the End	£21.99
D Generation	£10.99
Darkmere	£12.99
Darkstone	CALL
De Luxe Strip Poker 2	£7.99
Deepcore	£12.99
Desert Strike	£9.99
Detroit	£22.99
Disposable Hero	£13.99
Dogfight	£10.99
Dragonstone	£19.99
Dreamweb	£22.99
Dune 2 (1 meg)	£10.99
Dungeon Master 2	£22.99
Elfmania	£17.99
Empire Soccer	£17.99
Epic	£11.99
Evasive Action	£19.99
Eye of the Beholder	£12.99
Eye of the Beholder 2	£13.99
F1 Championship Edition	£19.99
F117A	£10.99
F15 Strike Eagle 2	£7.99
F16	£4.99
F17 Challenge (1 Meg)	£10.99
Falcon	£7.99
Fatman	£8.99
Fields of Glory	£22.99
FIFA International Soccer	£19.99
Flashback (1 Meg)	£19.99
Football Director 2	£5.99
Flight of the Amazon Queen	CALL
Football Glory	£17.99
Front Lines	£22.99
Frontier Elite 2	£18.99
Fury of the Furries	£14.99
G2	£17.99
Games Espanà	£11.99
Global Gladiators	£8.99
Goblins 2	£12.99
Graham Gooch Second Innings	£7.99
Graham Gooch Test Match Cricket	£19.99
Gunship	£7.99
Gunship 2000	£10.99
Heart of China	£10.99
Heimdall 2	£14.99
High Seas Trader	£22.99
Hoyle Book of Games Vol 1	£10.99
Hoyle Book of Games Vol 2	£10.99
Impossible Mission	£22.99
Indiana Jones Atlantis Adv (1 Meg)	£24.99
Indiana Jones Fate of Atlantis Action	£8.99
Indy Last Crusade Graphic	£10.99
International Manager	£17.99
Ishar 3	£21.99
Jack The Ripper	£29.99
James Pond 2 Robocod	£8.99
Jimmy Whites Whirlwind Snooker	£11.49
John Madden American Football	£10.99
Jungle Strike	CALL
Jurassic Park (1 Meg)	£16.99
K240 (Utopia 2)	£14.99
Kick Off 3	£12.99
Kid Chaos	£17.99
Kids Rule OK	£12.99
Kingmaker	£22.99
Kingpin	CALL
Kings Quest 1	£12.99
Kings Quest 2	£10.99
Kings Quest 3	£10.49
Kings Quest 4	£12.49
Kings Quest 6	£22.99
Knights of the Sky (1 Meg)	£10.99
Leander	£9.99
Legacy of Sorasil	£12.99
Leisure Suit Larry 1	£12.99
Leisure Suit Larry 2	£12.99
Leisure Suit Larry 3	£12.49
Lemmings 2 The Tribes	£11.99
Links Challenge	£12.99
Lords of the Realm	£22.99
Lost Vikings	£12.99
Lotus 2	£8.99
M1 Tank Platoon	£7.99
Manchester United 94/95 Data Disk	£7.99
Manchester UTD Premier League	£19.99
Manhunter New York	£12.99
Manhunter San Francisco	£12.99
Maniac Mansion	£11.99
Mean Arenas	£9.99
Micro Machines	£16.99
Micro Machines 2	CALL
Microprose Grand Prix	£10.99
Monkey Island 2 Le Chucks Rev	£10.99
Monopoly	£19.99
Morph	£10.99
Mortal Kombat 2	£19.99
Mr Nutz	£16.99
Multi Player Soccer Manager	£6.99
Mutant League Hockey	CALL
Naughty Ones	£12.99
Nigel Mansell World Championship	£9.99
North and South	£3.99
On the Ball League Edition	£18.99
On the Ball World Cup Edition	£18.99
Overdrive	£12.99
Overlord	£22.99
Perihelion	£19.99
PGA European Tour Golf	Call
PGA Tour Golf Plus	£9.99
Pinball Dreams & Fantasies	£22.99
Pinball Fantasies	£12.99
Pinkie	£17.99
Pirates	£10.99
Police Quest 1	£13.99
Police Quest 2	£14.99
Police Quest 3	£12.99
Power Drive	£19.99
Premier Manager 2	£12.99
Premier Manager 3	£17.99
Prime Mover	£10.99
Project X (1 Meg)	£10.99
Quest for Glory 1	£12.99
Raiden	CALL
Reach for the Skies	£10.99
Real World Football	CALL
Realms	£10.99
Reunion	£22.99
Rise of the Robots	£26.99
Road Rash	£10.99
Robinsons Requiem	£21.99
Robocop 3	£10.99
Ruff & Tumble	£17.99
Rugby League Coach	£19.99
Scrabble	£19.99
Second Samurai	£19.99
Secret of Monkey Island (1 Meg)	£11.99
Sensible Golf	CALL
Sensible Soccer 92/93	£12.99
Sensible Soccer Int Edition	£14.99
Sensible World of Soccer	£19.99
Settlers (1 Meg)	£22.99
Shuttle	£10.99
Sierra Soccer	£13.99
Silent Service 2	£12.99
Sim Ant Classic	£10.99
Sim City Classic	£10.99
Sim City Classic Pack	£22.99
Sim Earth Classic	£10.99
Sim Life Classic	£10.99
Simon the Sorcerer (1 Meg)	£19.99
Simon the Sorcerer 2	£22.99
Skidmarks (1 Meg)	£17.99
Skitchin	CALL
Soccer Kid	£11.49
Soccer Team Manager	£10.99
Space Crusade	£8.99
Space Hulk	£22.99
Space Quest 1	£7.99
Space Quest 2	£11.99
Space Quest 3	£12.99
Space Quest 4	£10.99
Speedball 2	£8.99
Stardust Special Edition	£8.99
Starlord	£22.99
Street Fighter 2 (1 Meg)	£9.99
Stunt Car Racer	£4.99
Super Frog (1 Meg)	£17.99
Super League Manager	£19.99
Super Street Fighter 2	£19.99
Swiv	£3.99
Syndicate	£12.99
Syndicate (1 Meg)	£12.99
T2 Arcade Game	£21.99
Tactical Man. (Eng, Italy, Scot)	£18.99
Team 17 Collection (1 Meg)	£19.99
Ten Intelligent Strategy Games	£19.99
Tennis Cup 2	£8.99
Their Finest Missions	£9.99
Theme Park	£22.99
Thomas the Tank Engine Collection	£10.99
Tom Landry Strategy Football	£19.99
Top Gear 2	£17.99
Tornado	£22.99
Total Carnage	£19.99
Tower Assault	£13.99
Traps n Treasures	£19.99
Trivial Pursuit	£6.99
Turrican 3	£12.99
UFO Enemy Unknown	£22.99
Ultimate Pinball Quest	£19.99
Universe	£22.99
Uridium 2	£12.99
Utopia	£8.99
Valhalla	£18.99
Vital Light	£19.99
Wembley Rugby League	£18.99
Wild Cup Soccer	£17.99
Wild Streets	£3.99
Wing Commander	£9.99
Winter Camp	£4.99
Winter Olympics	£12.99
Wizkid	£9.99
Wonderdog	£7.99
World Cup USA 94	£18.99
World Cup Year 94	£19.99
World of Legends	£14.99
WWF European Rampage (1 Meg)	£8.99
Xenon 2	£5.99
Zeewolf	£19.99

A1200

Aladdin	£19.99
Alien Breed 2	£19.99
Alfred Chicken	£10.99
All New World Of Lemmings	£19.99
Banshee	£16.99
Body Blows	£9.99
Brutal Sports Football Deluxe	£9.99
Bubble & Squeak	£19.99
Bump and Burn	£19.99
Burntime	£17.99
Civilization	£26.99
Clockwiser	£17.99
Clue	£19.99
Combat Cars	£27.99
Detroit	£22.99
Diggers	£9.99
Dungeon Master 2	£22.99
Evolution	CALL
Exile	£19.99
Fields of Glory	£22.99
Football Glory	£19.99
Front Lines	£22.99
Gunship 2000	£22.99
Heimdall 2	£21.99
High Seas Trader	£22.99
Impossible Mission	£22.49
Inferno	CALL
Ishar 3	£21.99
James Pond 2 Robocod	£9.99
James Pond 3	£12.99
James Pond Compilation	£12.99
Jetstrike	£19.99
Jungle Strike	£18.99
Kick Off 3	£18.99
Kid Chaos	£18.99
Kings Quest 6	£22.99
Liberation Captive 2	£14.99
Lion King	£19.99
Lords of the Realm	£22.99
Mighty Max	£18.99
Morph	£12.99
Mutant League Hockey	£18.99
Naughty Ones	£12.99
On the Ball World Cup Edition	£18.99
On the Ball League Edition	£21.99
PBA European Tour Golf	CALL
Pinball Fantasies	£19.99
Pinkie	£17.99
Power House	£22.99
Premier Manager 3	£17.99
Putty Squad	CALL
Reunion (Hard disk only)	£22.99
Rise of the Robots	£28.99
Robinsons Requiem	£21.99
Sabre Team	£18.99
Sim City 2000	£22.99
Sim Life	£9.99
Simon the Sorcerer	£21.99
Simon the Sorcerer 2	£26.99
Skeleton Krew	CALL
Soccer Kid	£19.99
Star Trek (Hard Drive only)	£14.99
Subwar 2050	£22.99
Super League Manager	£19.99
Super Loopz	CALL
Super Stardust	£19.99
Theme Park	£22.99
Top Gear 2	£17.99
Total Carnage	£25.99
Tower Assault	£13.99
TFX	£26.99
Twilight 2000	£22.99
UFO: Enemy Unknown	£22.99
Wembley Int Soccer	£19.99
Zool	£12.99
Zool 2	£17.99

CD32

ATR	£19.99
Alien Breed Special Edition & Qwak	£17.99
Arcade Pool	£9.99
Banshee	£19.99
Battle Chess	£12.99
Battletoads	£16.99
Brian the Lion	£17.99
Brutal Sports Football	£19.99
Bubba N Stix	£19.99
Bubble and Squeak	£19.99
Bump and Burn	£19.99
Castles 2 Seige & Conquest	£12.99
Cannon Fodder	£21.99
Chaos Engine	£19.99
Chuck Rock 2 Son of Chuck	£19.99
Dark Seed	£19.99
Deepcore	£14.99
Disposable Hero	£19.99
Dizzy Big 6	£9.99
Dizzy Enchanted Worlds	£10.99
Dragonstone	CALL
Empire Soccer	CALL
Exile	£19.99
Fields of Glory	£19.99
Fireforce	£9.99
Frontier Elite 2	£19.99
Global Effect	£19.99
Guardian	£19.99
Gunship 2000	£19.99
Heimdall 2	£22.99
Impossible Mission	£19.99
James Pond 2 Robocod	CALL
James Pond 3	£22.99
Jetstrike	£17.99
Kick Off 3	£21.99
Kid Chaos	£18.99
Kingpin	CALL
Labyrinth of Time	£17.99
Legacy of Sorasil	£19.99
Lemmings	£17.99
Litil Divil	£19.99
Lost Vikings	£12.99
Lotus Trilogy	£14.99
Manchester United Premier League	£19.99
Mean Arenas	£14.99
Megarace	£22.99
Microcosm	£36.99
Mighty Max	£17.99
Morph	CALL
Nick Faldo Championship Golf	£22.99
Nigel Mansell World Championship	£14.99
Overkill & Lunar C	£14.99
PGA European Tour Golf	£18.99
Pinball Fantasies	£21.99
Pinkie	£19.99
Pirates Gold	£19.99
Project X & F17 Challenge	£17.99
Rise of the Robots	£22.99
Robinsons Requiem	CALL
Ruff N Tumble	CALL
Sabre Team	£19.99
Second Samurai	£13.99
Seek & Destroy	£17.99
Simon the Sorcerer 2	£26.99
Skeleton Krew	£22.99
Skidmarks	£17.99
Speedball 2	CALL
Striker	£14.99
Superfrog	£9.99
Super League Manager	£19.99
Super Putty	£11.99
Super Stardust	£19.99
Surf Ninjas	£13.99
TFX	£27.99
Theme Park	£22.99
Top Gear 2	£19.99
Total Carnage	£14.99
Tower Assault	£19.99
Trivial Pursuit	£19.99
Trolls	£14.99
UFO: Enemy Unknown	£19.99
Ultimate Body Blows	£19.99
Universe	£22.99
Uridium 2	£17.99
Vital Light	£19.99
Wembley Int Soccer	£19.99
Whales Voyage	£14.99
Wild Cup Soccer	£17.99
Zool	£19.99
Zool 2	£14.99

AMIGA BUSINESS

Easy Amos	£23.99
Kind Words 3	£24.99
Maxiplan 4	£24.99
Publisher	£24.99

AMIGA EDUTAINMENT

ADI English 11-12-13-14-15yrs	£16.99
ADI French 11-12-13-14-15yrs	£16.99
ADI Maths 11-12-13-14-15yrs	£16.99
French 10 out of 10	£18.99
Fun School 4 under 5 yrs	£16.49
Fun School 4 5-7 yrs	£16.49
Fun School 4 7-11 yrs	£16.49
Kid Pix	£18.99
Noddy's Big Adventure	£16.99
Noddy's Playtime	£18.99
Paint and Create (Fun School spec)	£17.99
Playdays	£16.99

AMIGA ACCESSORIES

Cheetah Bug	£11.99
Logic 3 Delta Ray	£14.99
Quickjoy Jetfighter	£11.99
Quickshot Maverick 1	£11.99
Quickshot Python	£9.99
Speedking Autofire	£11.99
Zipstick Super Pro	£12.99
Logic 3 Freewheel Digital	£19.99
Speedmouse Logic 3	£12.99
3.5" Disk Box holds 50	£4.99
3.5" Disk Box holds 80	£6.99
Unbranded 3.5" blank disks x10	£5.99
Zydec Upgrade NO CLOCK	£24.99
Zydec External disk drive	£62.99
Mouse Mat	£1.99
Lightwave Joystick Extension Lead	£7.99
Lightwave Joystick Splitter	£7.99
Lightwave Co Axial Plug	£2.99

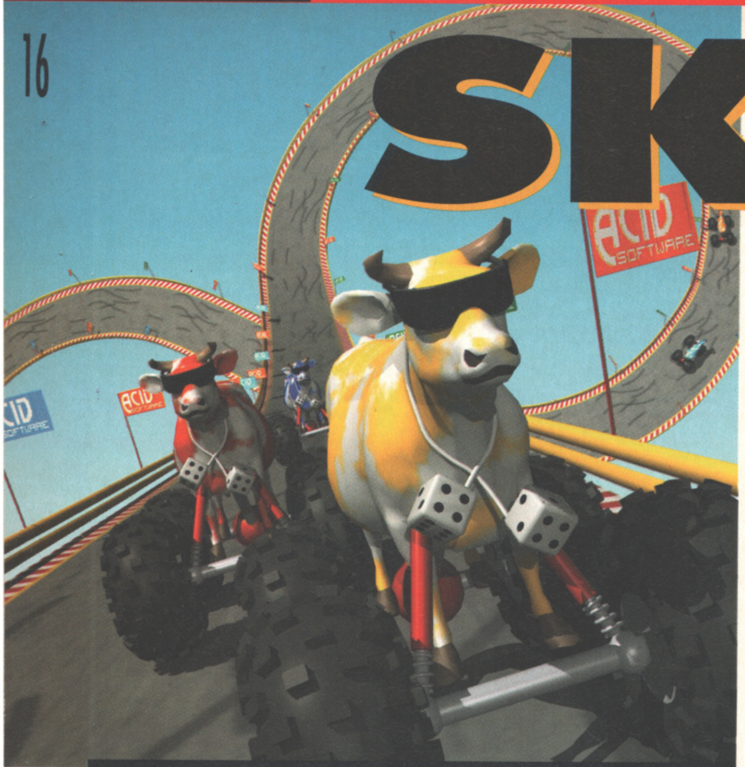
Tel: 0268 725500
Fax: 0268 590076

Telephone Orders:

10am-7pm Mon - Fri, 10am-4pm Sat - Sun. Answering Service at all other times
Callers by appointment only. All prices include VAT & Postage for UK Mainland. Add £2.00 to postage price for Europe and £3.00 for rest of the world. Next day service available £3.70. Please send Cheques/PO's payable to:
SOFTWARE FIRST, 8 BUCKWINS SQUARE, BASILDON, ESSEX SS13 1BJ.
Please allow sufficient time for cheque clearance. Credit cards are not charged until day of despatch.
Please state make and model of computer when ordering.
If you can't see what you want please call, new stock arrives daily.
Some titles may not be released at time of going to press. We supply only official UK product. Formats supported include Amiga, PC, ST, Master System, Megadrive and Game Gear. All prices subject to change without notice. All items subject to availability. E&OE.

Name ______________________________
Address ____________________________
____
Postcode ______________ Telephone ______________
ITEM ______________ COMPUTER ______________ PRICE ______
ITEM ______________ COMPUTER ______________ PRICE ______
ITEM ______________ COMPUTER ______________ PRICE ______
POSTAGE ______________
TOTAL ______________
I enclose a cheque/PO made payable to
Software First or please debit my Access/Visa:
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Expiry Date: ☐☐☐☐
Signature ______________________________
AF Feb

SKIDM



Cows on wheels... towing caravans? Such is the sequel to *Skidmarks.*

AMIGA POWER PREVIEW

Runs on: A500, A600, A1200
Publisher: Acid
Developer: In-house
ETA: February

Clinging to the underside of the world, Acid Software has become one of the Amiga's greatest assets over the last twelve months. Last February they gave us the popular *Skidmarks* (AP34 78%, and still regularly in the Top 10), and this February they're following it up with a massively-enhanced sequel, while in between came the adrenaline inducing *Roadkill* (AP44 84%) and the sublime *Guardian* (AP43 90%). As far as our The Incredible World Of The Amiga feature is concerned, Acid have quite literally put New Zealand on the map.

The original *Skidmarks* was a fantastic game with beautifully-animated, pleasingly-handling cars, but it was let down a bit by irritating disk accessing and a tendency to crash. All that'll be fixed in the sequel, of course, but more importantly there'll be a deafening volley of enhancements including several features that have never been seen in any Amiga game before (quite apart from the cows on wheels) – especially if you're playing it on an A1200.

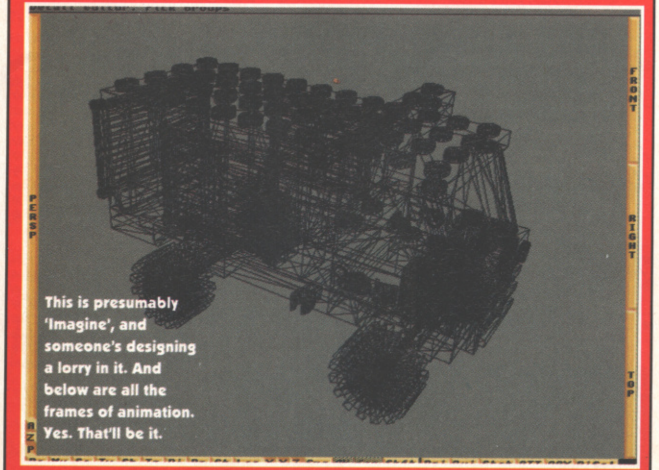
Starting with a few raw statistics, there are twice as many tracks in *Skidmarks 2* – the twelve from the original plus twelve new ones. There are now eight different types of car, including Formula One ones, Minis, pick-ups and – yes – cows on wheels. (And if you're technically minded you can even render your own cars and include them in the game.) And there are 12 championship events, including a more challenging one-player game than in *Skidmarks.*

Other aspects of the game have been fine-tuned. The computer-controlled cars drive more intelligently, occasionally running off the road, which is nice. The cars handle in a more complex fashion, which means that each type behaves noticeably differently. Registered users will be able to install the game to a hard drive, thus eliminating the disk accessing that results when you've got so many tracks and frames of animation.

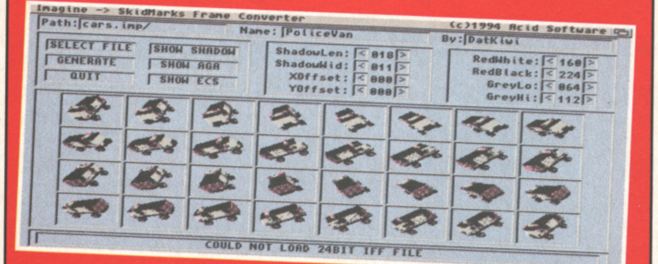
But – and here we enter the realms of the cutting-edge, frontier-crossing-type stuff that the Amiga has always devoured – the original's already-fantastic two-way split-screen mode can now be extended to a three-way one, so three (3!) people can play at once on the same screen. And four can play using a *Micro Machines*-style full screen mode, with cars getting

KIT CARS

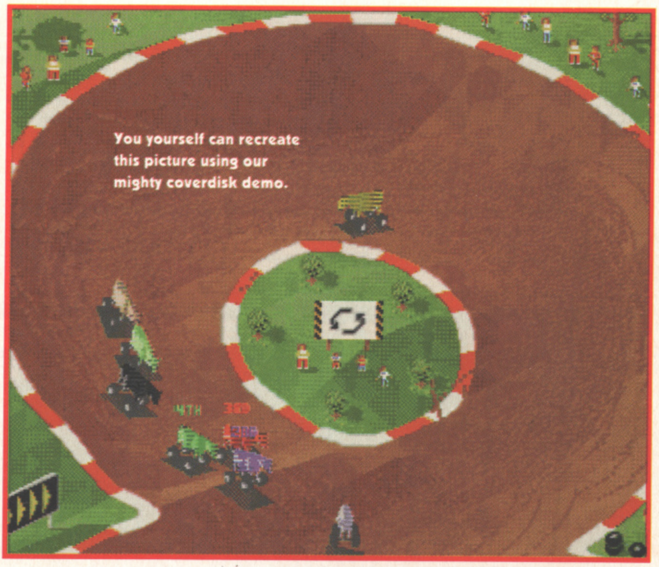
This is stretching our Amiga-related knowledge a bit, but apparently there's a program called Imagine which is what programmers use to render pictures. (Our neighbours on Amiga Format confirm that this is the case.) If you've got it, then you'll be able to design a car, render the 800 frames of animation that *Skidmarks 2* requires, import the graphics into the game, and actually drive your creation around.



This is presumably 'Imagine', and someone's designing a lorry in it. And below are all the frames of animation. Yes. That'll be it.

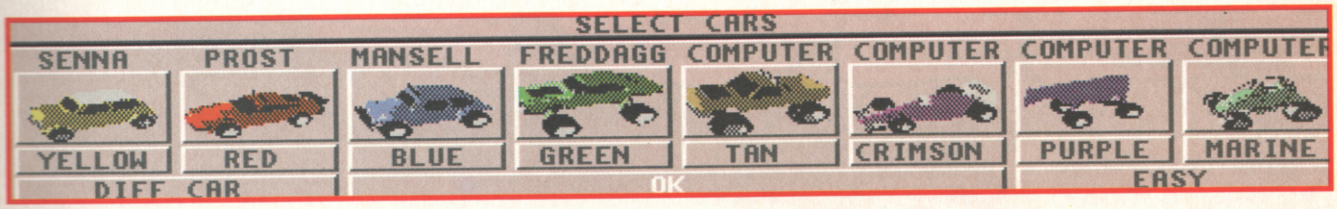


Imagine -> SkidMarks Frame Converter
Path: cars.imp/
Name: PoliceVan
(c)1994 Acid Software
By: DatKiwi
ShadowLen: 018
ShadowWid: 011
XOffset: 000
YOffset: 000
RedWhite: 160
RedBlack: 224
GreyLo: 064
GreyHi: 112
COULD NOT LOAD 24BIT IFF FILE



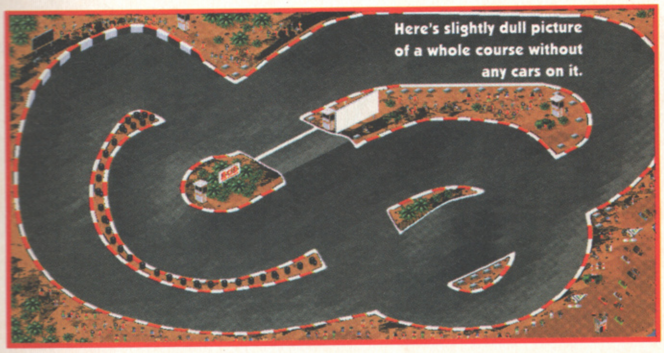
You yourself can recreate this picture using our mighty coverdisk demo.

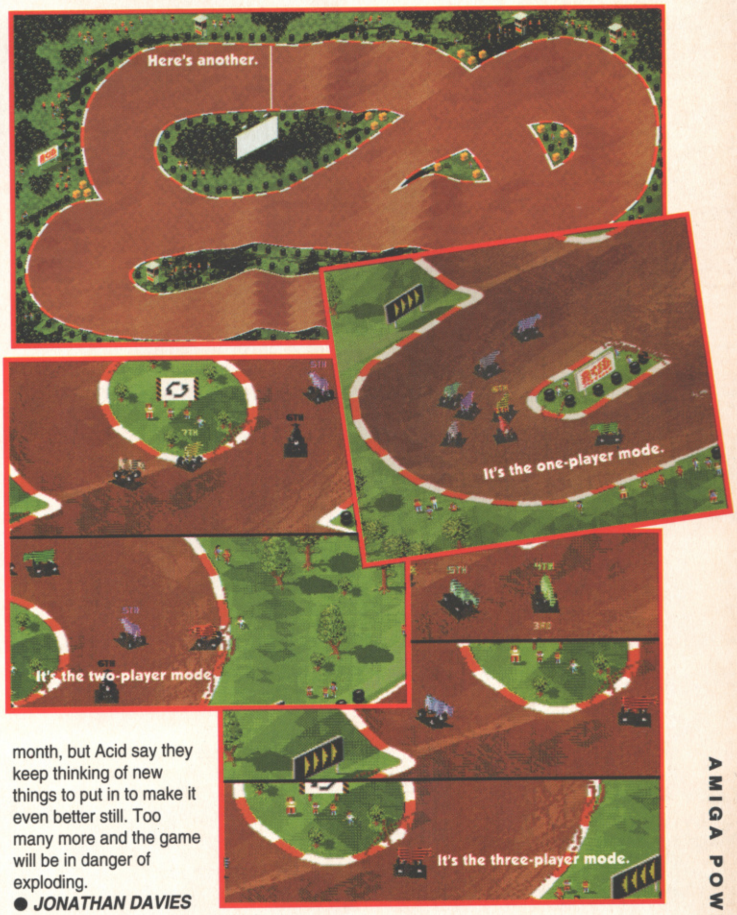
ARKS 2


SELECT CARS

SENNA	PROST	MANSELL	FREDDAGG	COMPUTER	COMPUTER	COMPUTER	COMPUTER
YELLOW	RED	BLUE	GREEN	TAN	CRIMSON	PURPLE	MARINE

DIFF CAR | OK | EASY


Here's slightly dull picture of a whole course without any cars on it.


Here's another.

It's the one-player mode.

It's the two-player mode.

It's the three-player mode.

dragged forcibly back onto the screen if they disappear from view. (Four-way joystick adaptors are supported if the keyboard controls prove too troublesome.) Or, of course, as before, you can link two machines together and do it that way. And, perhaps for the very first time in racing game history, you can tow another car behind you, with your car's handling being compromised accordingly. (Although only two at a time can play like this on a 500/600, though.)

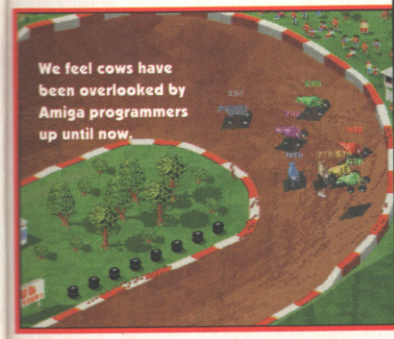
However, it's 1200-owners who'll really benefit from *Skidmarks 2*. For starters, up to eight cars can take part in each race, with all of them controllable by human players if you link two machines together. And in towing mode the cars are replaced by caravans, which looks much better. The graphics generally look nicer on a 1200, with more subtle shading on the cars.

But best of all is undoubtedly the new range of display options available in the 1200 version. In high-res mode the track is zoomed right out so you can see more of it on screen at once, but without cutting down on the level of detail. And if you're playing on two machines linked together, you can place the monitors side by side and see the game in a sort of 'widescreen', with half the picture on each monitor. (We derived much amusement in the AP office from playing in this mode, but with the two monitors on opposite side of the office, so we had to trample up and down the room to keep track of our cars.)

> **"Tow another car behind you"**

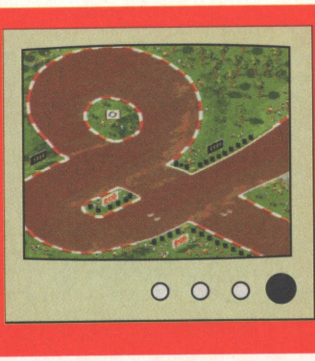
We are filled with hope for *Skidmarks 2*. Play our coverdisk demo and imagine the same thing but with all the extra features listed above and you'll surely agree. Indeed, we were hoping we might be able to review the finished version this month, but Acid say they keep thinking of new things to put in to make it even better still. Too many more and the game will be in danger of exploding.

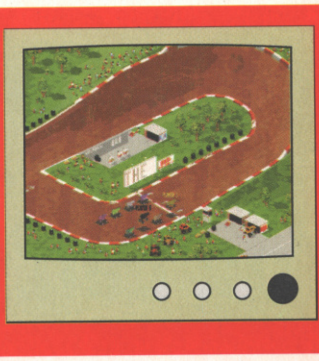
● ***JONATHAN DAVIES***


We feel cows have been overlooked by Amiga programmers up until now.

IT'S IN WIDESCREEN

This is terribly impressive. If you connect two Amiga 1200s together, and place their monitors side-by-side, you can get *Skidmarks 2* to display the left-hand side of the course on the left-hand machine, and the right-hand side of the course on – yes – the right-hand machine. Thus the Amiga boldly marches into the widescreen, high definition audio-visual world of the 21st Century.



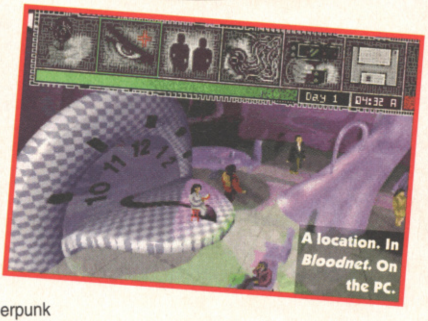


the internet magazine
.net
Special saucy issue!
Sexy Web sites
Long distance love
Net censorship
Harassment across the wires
And much, much more
All this, and your complete guide to UK service providers too!
the internet magazine
.net
Issue three on sale now £2.95
Essential reading for netsurfers the world over
You can't miss this month!
It's the inevitable Sex and Romance issue!
Future PUBLISHING
Your guarantee of Internet without tears (or your money back)

BLOODNET

Runs on: A500, A600, A1200
Publisher: Gametek
Authors: In-house
ETA: January

AMIGA POWER PREVIEW


A location. In *Bloodnet*. On the PC.

Cam's played *Bloodnet* on the PC, and he reckons that to fully appreciate the bizarre futuristic setting, you'll need to have read as many cyberpunk books as he has. Unfortunately the nearest thing I've read to a cyberpunk book was probably Jules Verne's From The Earth To The Moon, but thanks to AP28's comprehensive cyberpunk guide, I'm now fully versed in the intricacies of mirrored sunglasses, light filtering through Venetian blinds and "jacking" into "the matrix" without having to plough through paperBooks cyberFilled with stupidWords. Cam was mistaken.

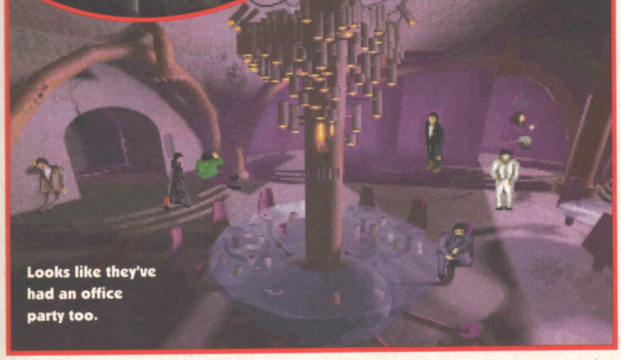
The other thing *Bloodnet* is about is vampires. They're taking over a run-down, futuristic world, and you – a hacker called Stark – are the only one who can stop them. But, in an ironic twist, you've actually been bitten by one of them, and are slowly turning into a vampire yourself, a process slowed down thanks to a neural implant in your head that keeps reminding you you're a human and not, for example, a creepy bloodsucking night stalker.

Learning from the mistakes of previous point-and-click adventure games, *Bloodnet* allows you to freely wander to most of the locations from the very start, leaving your powers of deduction to work out what's relevant and what's not. They've also realised that laboriously moving the pointer across the screen to look for a two-pixel passcard isn't any fun at all, so all pick-uppable objects are clearly marked as oversized icons.

And the other thing is, it's being promoted as an 18-certificate game, packed with rugs, socks and sharing. Cam says there are quite a few rugs in it, but not much in the way of socks or sharing. But then, he regards Pulp Fiction as light family viewing, so maybe his standards are somewhat different. He did tell me that it's one of the few adventure games he's enjoyed playing, although much of the enjoyment was gleaned from listening to the hammy, overacted dialogues (it comes on a CD-ROM) which presumably will be replaced by text in the Amiga version. How this is going to affect the game is, at this moment in time, a mystery, as is why I'm writing this rather than Cam, who's clearly better qualified to do it. Maybe all will become clear soon. Or not.

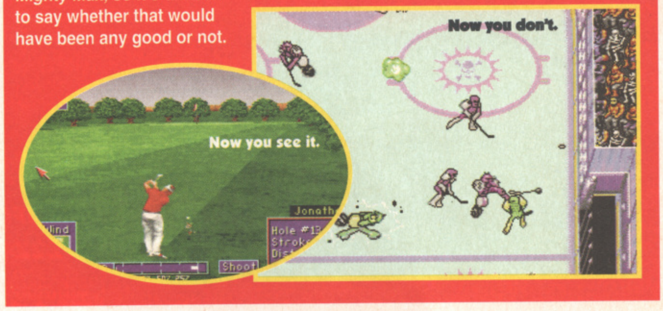
● *JONATHAN DAVIES*

umb to your g
Sorry. Didn't mean to disturb you.


Looks like they've had an office party too.

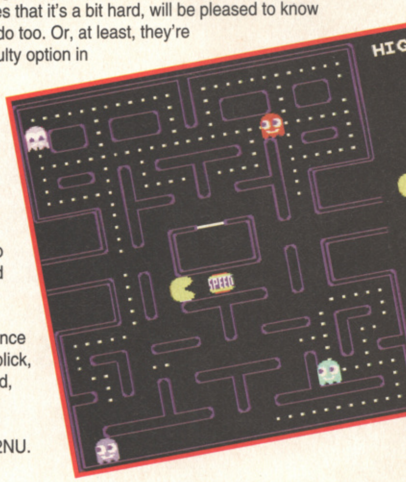
EBB TIDE

Some sad news from Ocean: of the seven games they had planned for Christmas, only three actually made it into the shops in time – *PGA European Tour*, *Jungle Strike* and *Shaq Fu*. *TFX* has been further delayed, and *Skitchin'*, *Mutant League Hockey* and *Mighty Max* have been shelved because, say Ocean, they weren't good enough to release. *Skitchin'* and *Mutant League Hockey* weren't actually all that good on the Mega Drive either, but we haven't played *Mighty Max*, so it's difficult to say whether that would have been any good or not.


Now you see it.
Now you don't.

PICK A PUC

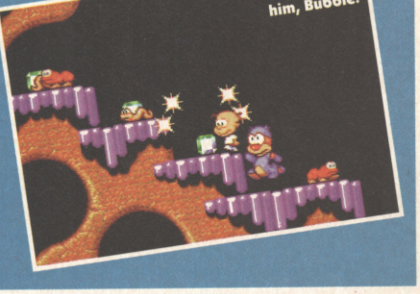
Anyone who bought Augenblick's *Pucman* on the strength of our review in AP44, and agrees that it's a bit hard, will be pleased to know that Augenblick do too. Or, at least, they're including a difficulty option in all copies they sell from now on, although they swear the game's no more difficult than the coin-op original. And if you send your disk back to them they'll send you the new version for free. Their address, once again, is Augenblick,
334 Marton Road,
Longlands,
Middlesbrough,
Cleveland TS4 2NU.



It's not too hard with two players.

RECHAUFÉ BUBBLE AND SQUEAK

We're big fans of *Bubble and Squeak*, especially the improved A500 version (83% AP45). So when Audiogenic whispered into our collective ear that they're planning a sequel, we were incredibly pleased, and felt we had to tell you about it. They haven't really decided much yet, except that it'll be more of the same. Oh, and this time you'll be able to shrink Squeak down with special bubble gum so he can fit through narrow pipes.


Be kind to him, Bubble.

"UNDER NEW MANAGEMENT"
CREDIT CARDS NOT CHARGED UNTIL DAY OF DESPATCH

DIRECT SOFTWARE

REGULAR FREE GIVEAWAYS WHEN YOU BUY FROM DIRECT

DEPT AMP02SC 36 Benbow Court, Shenley Church End, Milton Keynes MK5 6JG

TELEPHONE ORDER LINE: 01908 379550 FAX: 277142

AMIGA TITLES

Addiction	19·99	Flashback	17·99
Akira	18·99	Football Glory	16·99
Aladdin (1200)	19·99	Football Glory (1200v)	19·99
Alien Breed & Tower Breed	17·99	Formula One Champions	19·99
Alien Breed Special Edition	9·99	Formula One Team Manager	19·99
Alien Olympix	19·99	G2	16·99
All New Lemmings	19·99	Genesia	19·99
All Terrain Racer·	16·99	Global Domination	22·99
Anniversary (1200)	22·99	Goal	10·99
Apidya	7·99	Graham Gooch 2nd Innings	11·99
Apocalypse	15·99	Graham Gooch World Cricket	18·99
Arcade Pool	6·99	Guardian (1200)	19·99
Armour Geddon 2	15·99	Hanna Barbera Animation	29·99
Award Winners 2	19·99	Hannibal	18·99
Award Winners 3	19.99	Heimdall 2	22·99
Benefactor	17·99	Heroes Quest 2 Legacy	16·99
Big Sea	18·99	Hired Guns	22·99
Body Blows	9·99	Impossible Mission (A1200)	19·99
Body Blows (A1200)	9·99	Impossible Mission (A600)	19·99
Breach 3	22·99	Indiana Jones – Last Crusade	14·99
Brian the Lion	15·99	Indianapolis 500	8·99
Cannon Fodder 2	19·99	Innocent	22·99
Champ Man 94 Season Data	7·99	Ishar 3	21·99
Champ· Manager, End of Season	12·99	Italia Data Disk	10.99
Chuck Rock 2	9·99	Jaguar XJ220 (1 Meg)	7·99
Classic Collection – Delphin	19·99	James Pond 3 (A1200)	19·99
Classic Collection – Lucas	19·99	Junglestrike	16·99
Club Football	19·99	Junglestrike (1200)	18·99
D Day	21·99	Kick Off 3 (1200)	16·99
Dawn Patrol	22.99	Kid Chaos	16·99
Dennis & Gnasher	15·99	Kid Vicious	16·99
Desert Strike	9·99	Kingdom of Germany	19·99
Disposable Hero	9.99	Kings Quest 1	12·99
Dragonstone	19·99	Kings Quest 2	12·99
Dreamlands	18·99	Kings Quest 3	12·99
Dreamweb (1200)	22·99	Kings Quest 6	22·99
Dune 2	9·99	Kings Quest 6 (1200)	22·99
Elfmania	16·99	Lamborghini	16·99
Embryo	16·99	Legacy of Sorasil	16·99
Empire Soccer	16·99	Lion King	19·99
European Champions	16·99	Lords of the Realm	22.99
Evasive Action	19·99	Maelstrom	22·99
Eye of the Beholder 2	12·99	Magicians Castle	19·99
Fantasy Empires	22·99	Man· United Premier	£9·99
Fields of Glory	19·99	Master Axe	16.99

Direct's Best Sellers

Arcade Pool	6·99	Pinball Fantasies (1200)	19·99
A-Train & Con Set	10.99	Premier Manager 2	9·99
Alien 3	16·99	Reunion	22.99
Alien Breed 2 – Tower Assault	13·99	Rise of the Robots	25.99
Alien Breed 2 (1200)	18·99	Ryder Cup	16·99
Banshee 1200	16·99	Sensible Soccer 92/93	9·99
Beneath Steel Sky	19·99	Sierra Soccer	16.99
Brutal Sports Football	5·99	Sim City 2000	22.99
Cannon Fodder	14·99	Sim City Deluxe	19·99
Championship Manager 93	16·99	Simon the Sorcerer (1200)	24·99
Championship Manager Italia	16·99	Soccer Kid (1200)	12·99
Combat Classics 2	19·99	Space Advert	22.99
Detroit	21·99	Streetfighter 2	9·99
Frontier (Elite 2)	18·99	The Settlers	19·99
Gunship 2000	22·99	UFO (1200)	22·99
John Maddens Football	9·99	Uridium 2	16·99
Jurassic Park	17·99	WWF2 Wrestling	8·99
Jurassic Park (1200)	18·99	Wild Cup Soccer	9.99
K240	17·99	World Cup USA	17.99
Micro Machines	16·99	Zool 2	9·99
Monkey Island 2	12.99		
Mortal Kombat	19·99		
PGA Tour Golf + Courses	18·99		

BLANK DISKS
20 ....£9-00 100 ...£30-00
50 .....£16-00 250 ...£70-00
PRICES ARE FOR UK MAINLAND ONLY
PRICES INC P+P

UFO
£22·99

Theme Park
22·99

FIFA INTERNATIONAL SOCCER
£19·99

T.F.X. 1200
£22·99

Aladdin
£19.99
Lion King
£19.99

DIRECT SPECIAL BARGAIN BOX

Alfred Chicken (500/600/1200)	9·99	Pinball Fantasies	9·99
Alien Breed 2 – Tower Assault	13·99	Premier Manager	7·99
Arabian Nights	6.99	Premier Manager 2	9·99
Armageddon	9·99	Puzzle Book 2	5·99
Brutal Sports Football	5.99	Quadrel	4·99
Bubba 'N' Stix	9·99	Sensible Soccer	9·99
Cannon Fodder	14·99	Sensible Soccer International	9·99
Chaos Engine A500/600	7·99	Silent Service 2 (1 Meg)	9.99
Civilisation (1200)	12·99	Skidmarks	9·99
Curse of Enchanter	9·99	Soccer Kid	9·99
D Generation (bundle)	7·99	Striker	7·99
Disc	4·99	Subwar 2050	19.99
Federation of Free Traders	5·99	Swiv (A500)	4·99
Jimmy Whites (bundle)	7·99	Syndicate (A500/600)	9·99
Lemmings 2	9·99	Tactical Manager (England)	12·99
Lotus Trilogy	11·99	Titus the Fox	7·99
Man. Utd Premier League Champs	9·99	Transwrite(Wordprocessor)	7·99
Nick Faldo Golf	7·99	Warriors or Reylene	7·99
Nick Faldo/Chaos Engine (500/600)	10·99	Wild Cup Soccer	9·99
Nigel Mansell Grand Prix	9·99	Wing Commander	9.99
Pinball Dreams	7·99	Zool	7·99

AMIGA TITLES

Mighty Max (1200)	16·99	Sim City 2000 (1200)	22·99
Monopoly	18·49	Sim Classics (3 in 1 pack)	22·99
Mr Blobby	12·99	Sim Earth	8·99
Mr Nutz (600)	16·99	Simon the Sorcerer	22.99
Mutant League Hockey	16·99	Skeleton Krew	22·99
Mutant League Hockey (1200)	18·99	Skeleton Krew (1200)	22·99
NHL Hockey	18·99	Skidmarks	12·99
One Step Beyond	12·99	Skidmards Specials	9·99
On the Ball League Edition	18·99	Skidmarks Upgrade	12·99
Overlord	19.99	Star Trek 25th	
PGA European Tour	16·99	Stardust Special Edition	9·99
PGA European Tour (1200)	18·99	Strike Squad	22·99
PGA Tour Golf + Courses	18·99	Subwar 2050 (1200)	22.99
Pinball Double Pack	21·49	Super League Manager	16·99
Pinball Illusion 1200	19.99	Super Skid	19·99
Pinkie	16·99	Super Stardust	19·99
Pizza Tycoon	22.99	Tactical Manager (Italy)	19·99
Populous/Sim City	16·99	Tactical Manager (Scot)	19·99
Powerdrive	19·99	Tactical Manager 94/95	9·99
Premier Championship	18·99	The Blue & Grey	22·99
Premier Manager 3	16·99	The Clue	19·99
Putty Squad 1200	19·99	Theme Park (1200)	22·99
Quest for Glory 1	12·99	Top Gear 2 (Hard Driving)	16·99
Quest for Glory 2	12·99	Tracksuit Manager 94/95	19·99
Realm of Darkness	16·99	Turbo Trax	16.99
Realms	9·99	Twilight 2000 (1200)	20·99
Rise of the Robots	25·99	T.F.X	22.99
Rise of the Robots (A1200)	27·99	UFO	22.99
Road Kill (1200)	19·99	U96	22·99
Robinsons Requiem	21·99	Ultimate Pinball	19·99
Ruff n Tumble	16·99	Universe	22·99
Rugby League Coach	16·99	Valhalla – Lord of Infinity	19·99
Rugby League Wembley	16·99	Vital Light	19·99
Ryder Cup (A1200)	16·99	Voyage of Discovery	16.99
Second Samurai	19·99	War in the Gulf	20·99
Seek and Destroy	14·99	Wembley Int Soccer (1200)	16·99
Sensible Golf	T·B·A·	When 2 Worlds War	19·99
Sensible World of Soccer	19·99	Winter Olympics	20·99
Settlers, Cannonfodder, Chaos Engine, Terminator 2	22.99	World Cup USA	17·99
Shaq Fu	16.99	Xmas Lemmings 94	9·99
Sierra Soccer	16·99	Zool 2 (A1200)	9·99
Sim Ant	8·99		
Sim City /Lemmings	19·99		
Sim City 2000	22·99		

FREE * FREE * WHEN YOU SPEND OVER £30 ON AMIGA 500/1200 GAMES YOU GET A FREE GAME (WHILE STOCKS LAST) * FREE * FREE

UTILITIES

Amos Compiler (Req Amos)	19·99
Amos Easy	22·99
Amos Professional	31·99
Amos Professional Compiler	24·99
Deluxe Paint 4 (1 Meg)	55·49
Deluxe Paint 4 (AGA)	60·49
Disk Box 100 Cap	7·99
Dpaint V	59.99
External Disk Drive	49·99
Mini Office (Word Processor, Spreadsheet, Database and Disk Utilities)	35·99
Mousemat	2·99

CD32 TITLES

A Kira	19·99	Dragon Stone	19·99	Lotus Trilogy	17·99	Skidmarks	19·99
Alfred Chicken	17·99	Elite 2	18·99	Man United Premier Champs	19·99	Sleepwalker	19·99
Alien Breed 2	18·99	Embryo	16·99	Master Axe	19.99	Soccer Kid	19·99
Alien Olympics	16·99	Evasive Action	19·99	Megarace	22·99	Soccer Team Manager	10·99
All Terrain Racer·	16·99	Genesia	19·99	Micro French	22·99	Space Academy	16·99
Arabian Knights	10·99	Gunship 2000	19·99	Microcosm	29·99	Speedball 2	9·99
Arcade Pool	9·99	Heimdall 2	20·99	Morph	19·99	Subwar 2050	19.99
Banchee	19·99	Impossible Mission	19·99	Mr Blobby	12·99	Super Stardust	19·99
Beneath a Steel Sky	19·99	Inferno	19·99	NHL Hockey	19·99	TFX	25·99
Brutal Sports Football	9·99	International Edition Soccer	16·99	Nick Faldo	21·99	Top Gear 2	22·99
Bubba N Stix	17·99	International Karate Plus	9·99	Nigel Mansell	14·99	Top Gear 2 (Hard Driving)	19·99
Bubble and Squeak	19·99	International Soccer	19·99	Pinball Fantasies	19·99	Tower Assault	19·99
Bump n Burn	19·99	James Pond 3	18·99	Pinkie	19·99	Trivial Pursuit	19·99
Cannon Fodder	19·99	Junglestrike	18·99	Planet Football	22·99	UFO	19·99
Chaos Engine	17·99	Jurassic Park	21·99	Powerdrive	19·99	Ultimate Body Blows	19·99
Chuck Rock	10·99	K240	19·99	Putty Squad	19·99	Universe	22·99
Darkseed	19·99	Kick Off 3	21·99	Rise of the Robots	22·99	Vital Light	19·99
Deep Core	14·99	Kid Chaos	16·99	Road Kill	19·99	Wembley International Soccer	19·99
Dennis	13·99	Legacy of Sorasil	17·99	Second Samurai	17·99	Wild Cup Soccer	18·99
Dizzy Collection	16·99	Lemmings	16·99	Sensible Soccer	16·99		
Dizzy's Enchanted Worlds	9·99	Litil Divil	18·99	Simon the Sorceror	22·99		
Donk	19·99	Liverpool Football	17·99	Skeleton Krew	22·99		

EDUCATIONAL

ADI English (11-12)	16·99	Fun School 4 (5-7)	16·49
ADI French (12-13)	16·99	Fun School 4 Over 7	16·99
ADI French (13-14)	16·99	Megamaths A Level	17·49
ADI Junior Counting (6-7)	13.49	Merlin Maths (7-11)	16·99
ADI Junior Reading (4-5)	13.49	Micro English	16·99
ADI Junior Reading (6-7)	13.49	Micro French	16·99
ADI Maths (11-12)	16·99	Micro German	16·99
ADI Maths (12-13)	16·99	Micro Spanish	16·99
ADI Maths (13-14)	16·99	Micro Maths	16·99
Fun School 4 (2-5)	16·49	Micro Science	16·99
		Noddy's Big Adventure	16·99
		Paint & Create	17·99
		Primary Maths (3-12yrs)	17·49
		Spelling Fair (7-13)	16·99

WE WILL MATCH PRICES!!! NEVER BEEN BEATEN!!! TRY US!!

Please charge my Access/Visa No: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry Date: ☐☐/☐☐

ORDER FORM
Please write in capital letters
Please supply me with the following for
Computer ....

TITLES	PRICE
POST + PACKAGING	
TOTAL	

CUSTOMER NUMBER

DATE: ______________________

NAME: ______________________

ADDRESS: ______________________

______________________ POST CODE: ____________

TEL: ______________________

Please make cheques and P.Os. payable to:-
DIRECT SOFTWARE LTD,
DEPARTMENT AMP02SC
36 Benbow Court, Shenley Church End,
Milton Keynes MK5 6JG

POST & PACKING:
UK Mainland Free,
EEC £3.00 per item,
Non EEC £4·50 per item.

For customer peace of mind, all parcels are sent by recorded delivery
All items subject to availability.
All prices subject to change without notice. E&OE.
Please allow for cheque clearance.
Some games may not be released at time of going to press.

JUSTICE IS DONE

The official Christmas No.1 best seller was *Sensible World of Soccer* – the best Amiga game of all time (AP44 95%). And truly it deserved to be, even if they spelt 'its' wrong in the AP quote on the back of the box.

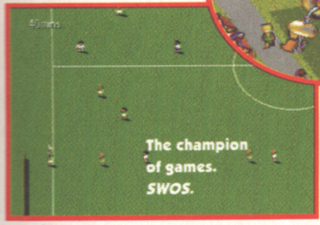
In fact, to the right are the full Gallup Christmas charts, showing which games sold the most copies during the festive period. And on the whole it appears that few Amiga owners would have been disappointed on Christmas morning. Eyes lit up across the nation as wrapping paper was torn away to reveal *Theme Park* (AP42 91%), a fine game indeed, and the No 2 seller. And *Cannon Fodder 2* would have kept many a rosy-cheeked game player amused through to the New Year in the No 3 slot.

As Santa's sleigh swept onwards through the sky, further goodies were distributed in the forms of *Premier Manager 3, PGA European Tour, Zeewolf* and the evergreen *Micro Machines*. Not a turkey among them.

The only real fly in the ointment, inevitably, is *Rise of the Robots* (AP45 5%) at No 11. Although actually, considering the game's obscene marketing 'spend', it's a wonder more innocent folk weren't swayed into requesting it.

Sadly the overall Christmas No.1 computer game wasn't an Amiga one, though. After a late spurt, *FIFA International Soccer '95* on the Mega Drive took the top spot, causing thousands of bookie-going punters to lose money – most people reckoned it'd be *Donkey Kong Country* on the SNES.

Theme Park – that's good.


The champion of games. SWOS.

Let the fun continue with Cannon Fodder 2.

FURTHER READING

AMIGA FORMAT
AMIGA FORMAT
AMIGA FORMAT
Wired and wonderful!
In this completely packed issue:
Future

"Amiga Format issue 68 ushers in the world of communications with a startling exposé on the Internet, modems and all that. Written by Future's most knowledgeble Amiga comms expert, Richard Baguley, AF68 promises everything you'll need to know to ride the Information Superhighway. Heck, we even review some top new modems.

"We're also proud to present Battle Of The Beat-'Em-Ups, in which we pit all the new and not-so-new combat games against one another to find the king of the Amiga beat-'em-ups.

"Our duo of Coverdisks feature a splendid (and quite huge) *Cannon Fodder 2* demo plus a full, working version of Digita's Data Store. You may never be disorganised again.

"Amiga Format 68. Because the Amiga's more than a games machine."

Steve Jarratt
Editor, Amiga Format

"blah blah Amiga Shopper blah issue 45 blah on sale now with stonking blah reviews of blah Photogenics, Image FX 2.0 (the finished version) blah Personal Paint 6.1 blah plus blah Mojo of Foundation blah Imaging shows you how to blah build your own Babylon 5 blah cargo pod blah not forgetting blah our full review of blah Wordworth 3.1 and Wordworth 3.1SE blah blah the real blah truth about the rise and fall of the Commodore empire blah plus all of our usual blah excellent tutorials.

"No, that's not right. We leave the blah to other magazines. Amiga Shopper just gives you the facts. Cut the Blah. Get Amiga Shopper."

Richard Baguley
Editor, Amiga Shopper

AMIGA SHOPPER

TOP TWENTY CHARTS

1. **SENSIBLE WORLD OF SOCCER**
Renegade £30 ★★★★★
2. **THEME PARK**
Bullfrog £30 ★★★★★
3. **CANNON FODDER 2**
Virgin £30 ★★★★★
4. **MORTAL KOMBAT 2**
Acclaim £30 ★★★
5. **PREMIER MANAGER 3**
Gremlin Interactive £26 ★★★★
6. **FOOTBALL GLORY**
Kompart £26 ★★★
7. **WINTER OLYMPICS**
US Gold £26 ★
8. **MORTAL KOMBAT**
Virgin £30 ★★★★★
9. **KICK OFF 3**
Anco £30 ★★
10. **MICRO MACHINES**
Codemasters £26 ★★★★
11. **RISE OF THE ROBOTS**
Mirage/Time Warner £40 ★
12. **PGA EUROPEAN TOUR**
Ocean £26 ★★★★
13. **SKIDMARKS**
Acid £25 ★★★★
14. **JUNGLE STRIKE**
Ocean £28 ★★★★
15. **BEAU JOLLY COMPILATION**
Beau Jolly £35 ★★★★
16. **ALIEN BREED 2: TOWER ASSAULT**
Team 17 £20 ★★
17. **ZEEWOLF**
Binary Asylum £30 ★★★★★
18. **JURASSIC PARK**
Ocean £28 ★★★
19. **ON THE BALL: LEAGUE EDITION**
Ascon £30 ★★★
20 **POWERDRIVE**
US Gold £30 ★★★

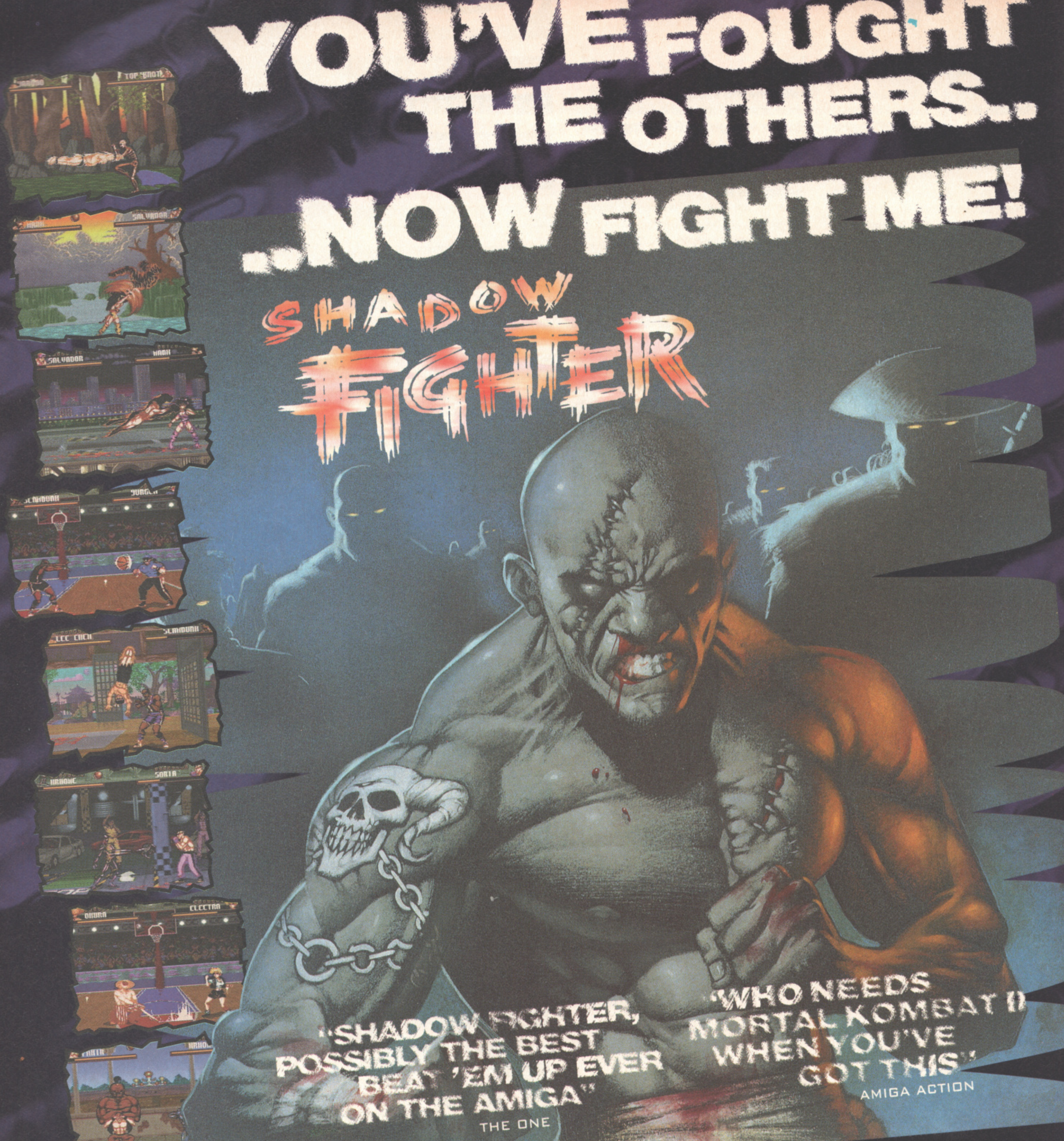
TOP FIVE BUDGET CHARTS

1. **CHAMPIONSHIP MANAGER '94 SEASON**
Domark £20 ★★★
2. **MONKEY ISLAND 2**
Kixx £17 ★★★★★
3. **BATMAN RETURNS**
Gametek £14
4. **CHAMPIONSHIP MANAGER: END OF SEASON**
Domark £15 ★★★★
5. **DESERT STRIKE**
Hit Squad £13 ★★★★★

TOP FIVE CD32 CHARTS

1. **RISE OF THE ROBOTS**
Mirage/Time Warner £35 ★
2. **ROADKILL**
Acid £30 ★★★★
3. **ALIEN BREED 2: TOWER ASSAULT**
Team 17 £30 ★★
4. **PGA EUROPEAN TOUR**
Ocean £30 ★★★★
5. **BUMP 'N' BURN**
Grandslam £30 ★★★

The charts are © ELSPA


YOU'VE FOUGHT THE OTHERS..
..NOW FIGHT ME!
SHADOW FIGHTER
"SHADOW FIGHTER, POSSIBLY THE BEST BEAT 'EM UP EVER ON THE AMIGA"
THE ONE
"WHO NEEDS MORTAL KOMBAT II WHEN YOU'VE GOT THIS"
AMIGA ACTION

- 17 Characters to fight.
- Extra 8 fighters available in Early '95 which means...
- ...More fighters than any other Amiga beat 'em up.
- At least 25 different moves per fighter.
- Blood option during match for ultra violence.
- Unique training mode with specially armed puppet– The Macabre Puppaz.

Available on:

Amiga 500/600 out now,

1200 and CD32 coming soon.

Gremlin
Interactive

© 1994 Gremlin Interactive Limited. All rights reserved. Gremlin Interactive Limited, Carver House, 2-4 Carver Street, Sheffield S1 4FS, England. Tel: (0114) 275 3423.

In a sort of travelog, if you like, Cam Winstanley sets off on an expedition around...

THE INCREDIBLE WORLD OF THE AMIGA

Like the British Empire of the 1930s, the sun never sets on the Amiga Empire, with outposts in every corner of the globe. Apart from China of course. And South America.

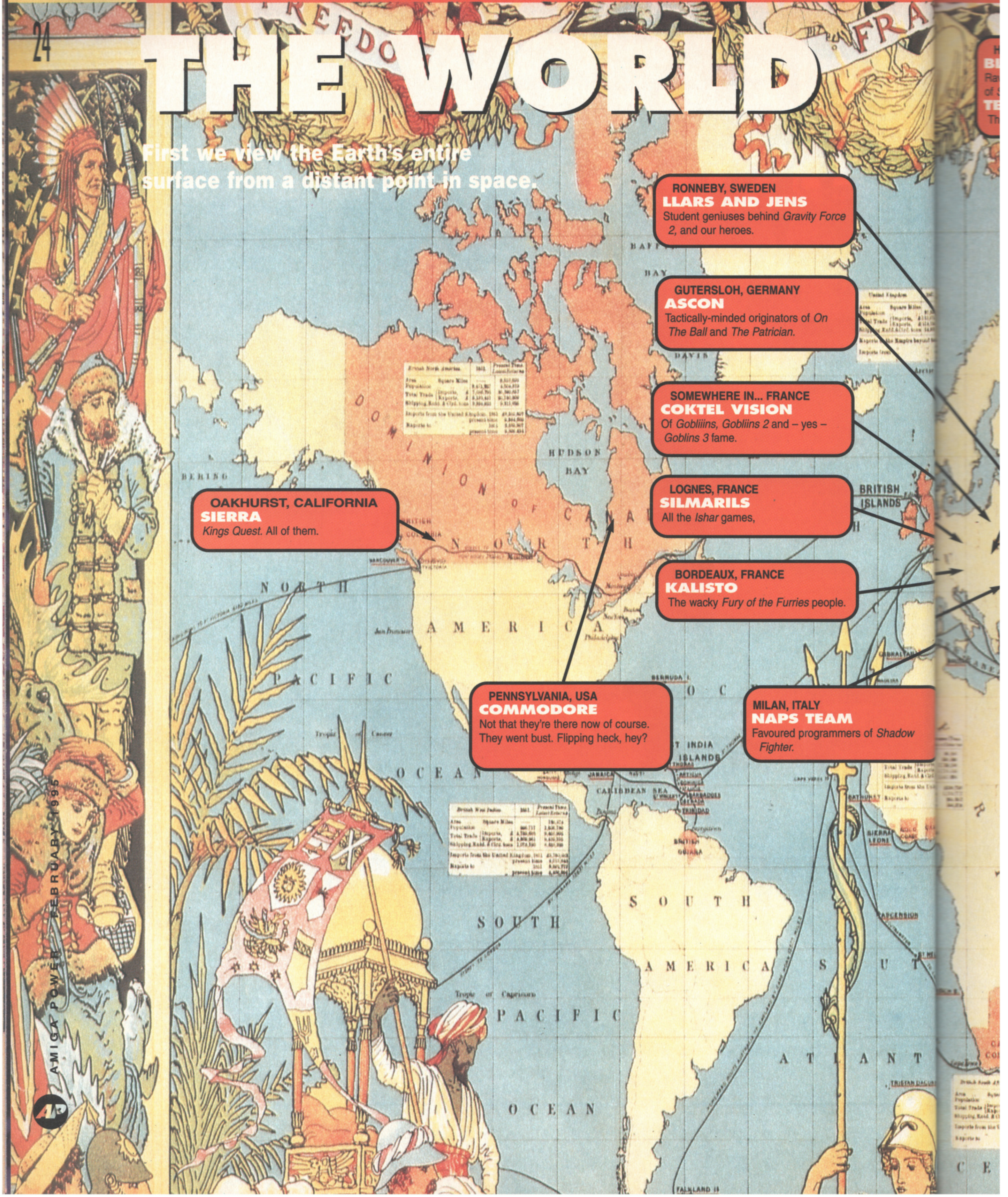
Anyway, the same could be said of the British Empire, so the analogy still holds. And, like the British Empire of the 1930s, the Amiga Empire currently stands at its point of greatest power and influence, while at the same time teetering on the brink of a dramatic and possibly cataclysmic constitutional crisis.

The reason? Well, at this moment in time, there are more Amigas spread over a wider area of the planet than in any moment during THE ENTIRE HISTORY OF MANKIND. We're seeing games from as far away as Poland, Scandinavia and Croatia, and regularly get letters and phone calls from readers in Australia and New Zealand – which are on the other side of the globe, for heaven's sake. The Amiga's control of the world is, at this very moment, as mighty as it's ever been, which is why we feel the need to mark the moment with a splendidly patriotic world map showing that no matter where you are, you're probably closer than you think to someone working on something fab, groovy and inimitably Amiga-ish.

So seize the day and all that stuff, for tomorrow might not be the bright and glorious future that yesterday, erm, was. *(Are you sure about this? – Ed)* Put a pin in the place you live, visit towns mentioned here in the hope of bumping into and possibly holding hands with Amiga celebrities, and revel in your status as a member of our very own cliquey global village. ➤

THE WORLD

First we view the Earth's entire surface from a distant point in space.


FREEDOM
FRA
BAFFIN BAY
DAVIS
DOMINION OF CANADA
HUDSON BAY
BERING
BRITISH COLUMBIA
BRITISH ISLANDS
NORTH AMERICA
PACIFIC
OCEAN
BERMUDA
WEST INDIA ISLANDS
CARIBBEAN SEA
BRITISH GUIANA
SOUTH AMERICA
SOUTH PACIFIC OCEAN
ATLANT
ASCENSION
TRISTAN DACUNHA
FALKLAND IS

RONNEBY, SWEDEN
LLARS AND JENS
Student geniuses behind *Gravity Force 2*, and our heroes.

GUTERSLOH, GERMANY
ASCON
Tactically-minded originators of *On The Ball* and *The Patrician*.

SOMEWHERE IN... FRANCE
COKTEL VISION
Of *Gobliiins*, *Gobliins 2* and – yes – *Goblins 3* fame.

LOGNES, FRANCE
SILMARILS
All the *Ishar* games,

OAKHURST, CALIFORNIA
SIERRA
Kings Quest. All of them.

BORDEAUX, FRANCE
KALISTO
The wacky *Fury of the Furries* people.

PENNSYLVANIA, USA
COMMODORE
Not that they're there now of course. They went bust. Flipping heck, hey?

MILAN, ITALY
NAPS TEAM
Favoured programmers of *Shadow Fighter*.

FEDERATION
ARCTIC OCEAN
ASIA
CHINA
INDIA
BURMAH
ARABIAN SEA
BAY OF BENGAL
CEYLON
CHINA SEA
PAPUA
NEW GUINEA
INDIAN OCEAN
NEW ZEALAND
TASMANIA
CAPE COLONY
BERING SEA
PORT HAMILTON
CYPRUS
GIBRALTAR
ASCENSION
TRISTAN DACUNHA
NEW AMSTERDAM
ST. PAUL
MAURITIUS
MADAGASCAR
FIJI
NEW CALEDONIA
PACIFIC
SOUTH
OCEAN
AUSTRALIA
BRITISH ISLANDS
...ORIES IN 1786.

HELSINKI, FINLAND
BLOODHOUSE
Rave-music-listening-to programmers of *Stardust* and *Super Stardust.*
TERRAMARQUE
The ones who gave us *Elfmania.*

MULHEIM A.D. RUHR, GERMANY
BLUE BYTE
Architects of the superb *Battle Isle* and *The Settlers.*

SOMEWHERE IN... GERMANY
THALION
Devisors of *Lionheart* and bike game *No Second Prize.*

WARSAW, POLAND
UNION INTERACTIVE
Something to do with Black Legend.

TRNAVA, SLOVAKIA
IAN RITCH
Long-time writer to AMIGA POWER.

ZAGREB, CROATIA
BLACK LEGEND
CRO TEAM
Promising newcomers behind *Football Glory* and *Embryo.*

A FACTORY, THE PHILIPPINES
COMMODORE ASSEMBLY
Bearing in mind that everyone's Amiga had to be carted half way round the world (a process that took, at the very fastest, around 7 weeks) it's a miracle anyone got to buy one. These days, of course, the factory stands quiet and empty, as it has done for pretty much all of '94. Sniff.

Shadow

NEW ZEALAND
ACID
Talented purveyors of *Guardian* and *Skidmarks.*
VISION
The people to thank for *Roadkill* and *Seek and Destroy.*

GREAT BRITAIN

Yes – everybody's favourite 'land of hope and glory', and it's absolutely chock full of Amiga things. Except for Scotland. And Wales.

12

1 ABINGDON, OXON
INTERPLAY
The people who brough us *The Lost Vikings*, but a bit quiet on the Amiga front recently.

2 ABBOTS LANGLEY, HERTFORDSHIRE
SIR GEOFFREY CRAMMOND
The noble figure who wrote *Stunt Car Racer* and *F1GP.*

3 BATH
BINARY ASYLUM
Newly-founded programmers/publishers of *Zeewolf.*
AMIGA POWER
That's us.

4 BURGESS HILL, SUSSEX
MINDSCAPE
Publishers of *Out To Lunch, Wing Commander* and *Alfred Chicken*, now sinisterly linked to AMIGA POWER.

5 BIRMINGHAM
US GOLD
Heavyweight publishers of *Powerdrive* and *World Cup '94.*

6 BLEWBURY, OXON
21st CENTURY
Pinball Dreams, Pinball Illusions and *Pinball Fantasies.* Pinball games, basically.

7 CAMBERLEY, SURREY
DIGITAL INTEGRATION
Flight sim specialists behind *Tornado* and *F-16 Combat Pilot.*

8 CAMBRIDGE
DAVID BRABEN
The man who gave us *Elite, Frontier* and – soon – *Frontier First Encounters.*

9 CHIPPING SODBURY
MICROPROSE
British branch of American giants who publish *Subwar 2050* and enormous numbers of flight sims.

10 DAVENTRY
DISCOPY LABS
Where our coverdisks are created. Bizarrely, Daventry is also the mythical setting of *King's Quest 5.*

11 DERBY
CORE DESIGN
Home of *Bubba and Stix, Chuck Rock* and *Banshee.*

12 DUNDEE
DMA DESIGN
Most things Lemmings-related.

13 EVESHAM, WORCESTERSHIRE
ELSPA
If the computer games industry had a parliament, it would be here.

14 GUILDFORD
BULLFROG
Ancestral home of Baron Molyneux, Earl of Peter, along with *Syndicate* and *Theme Park*

15 HORSFORD, NORWICH
THE DOME
Programmers of *Bob's Bad Day, The Last Action Hero* and *PGA European Tour.*

16 HULL
REVOLUTION
Purveyors of *Beneath a Steel Sky.*

17 LADBROKE, WARWICKSHIRE
ARCHER MACLEAN
Of *Pool* and *Snooker* fame.

18 LIVERPOOL
PSYGNOSIS
Sony-owned publisher of *Lemmings, Oh No More Lemmings, Dracula* and *Lemmings 2.* And *Microcosm*, don't forget.

19 MAIDENHEAD, BERKS
FAST
Remember, piracy is a crime. Don't do it, or risk the armed wrath of FAST SWAT teams.
COMMODORE UK
The home of the *(Alleged. – Ed)* management whose *(Planned. – Ed)* management buyout is the only hope for the Amiga. If you want to tell them to get their butts in gear, Maidenhead's a good place to have a rant.

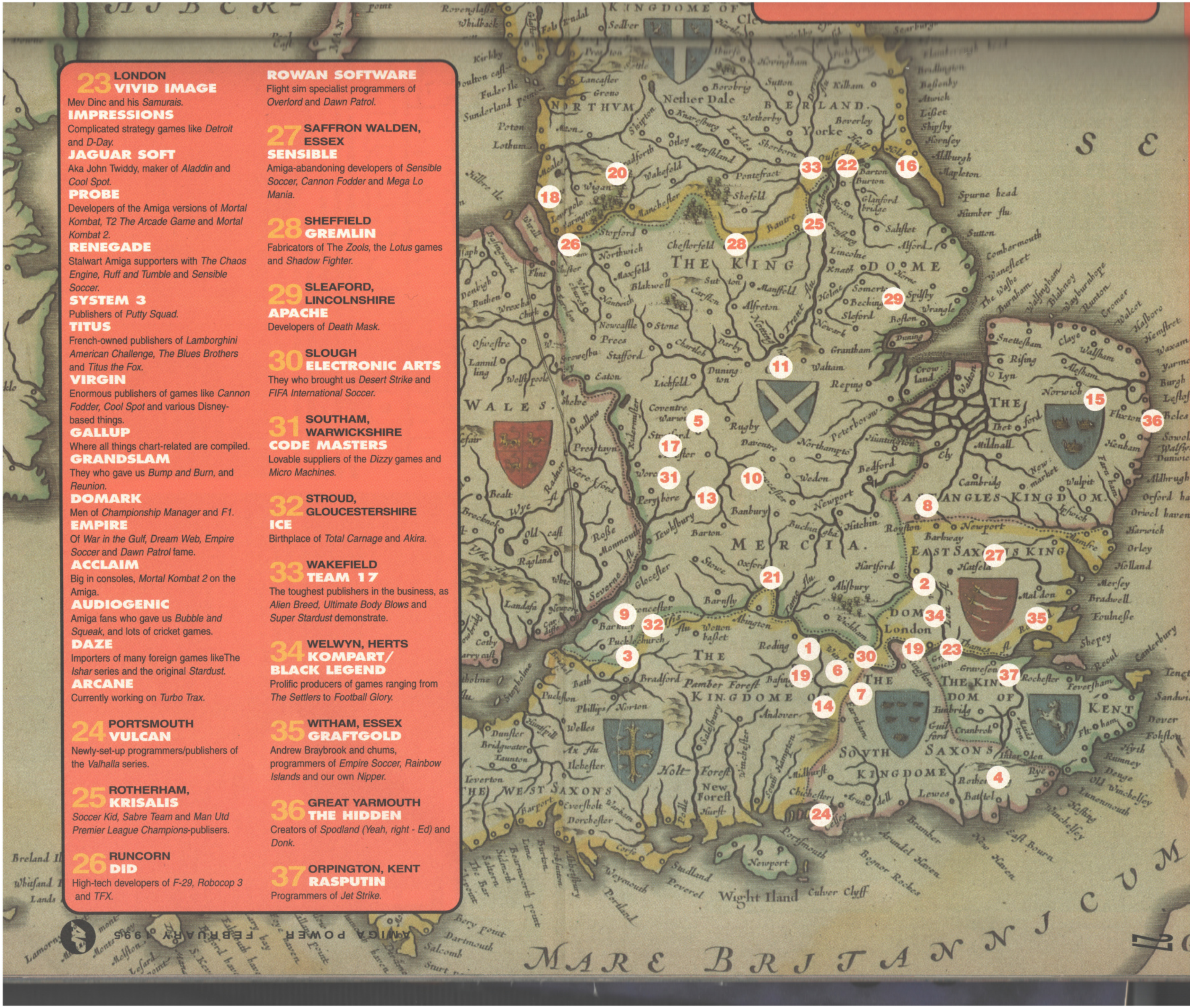
20 MANCHESTER
OCEAN
Long-established publishers of games, such as *Robocop 3, TFX* and *One Step Beyond.*

21 OXFORD
OXFORD SOFTWORKS
Boffins behind *The Complete Chess System.*

22 PONTEFRACT, YORKSHIRE
ALTERNATIVE
Allo, Allo and – soon – *Death Mask.*

23 LONDON

ROWAN SOFTWARE



23 LONDON VIVID IMAGE

Mev Dinc and his *Samurais.*

IMPRESSIONS

Complicated strategy games like *Detroit* and *D-Day.*

JAGUAR SOFT

Aka John Twiddy, maker of *Aladdin* and *Cool Spot.*

PROBE

Developers of the Amiga versions of *Mortal Kombat, T2 The Arcade Game* and *Mortal Kombat 2.*

RENEGADE

Stalwart Amiga supporters with *The Chaos Engine, Ruff and Tumble* and *Sensible Soccer.*

SYSTEM 3

Publishers of *Putty Squad.*

TITUS

French-owned publishers of *Lamborghini American Challenge, The Blues Brothers* and *Titus the Fox.*

VIRGIN

Enormous publishers of games like *Cannon Fodder, Cool Spot* and various Disney-based things.

GALLUP

Where all things chart-related are compiled.

GRANDSLAM

They who gave us *Bump and Burn,* and *Reunion.*

DOMARK

Men of *Championship Manager* and *F1.*

EMPIRE

Of *War in the Gulf, Dream Web, Empire Soccer* and *Dawn Patrol* fame.

ACCLAIM

Big in consoles, *Mortal Kombat 2* on the Amiga.

AUDIOGENIC

Amiga fans who gave us *Bubble and Squeak,* and lots of cricket games.

DAZE

Importers of many foreign games likeThe *Ishar* series and the original *Stardust.*

ARCANE

Currently working on *Turbo Trax.*

24 PORTSMOUTH VULCAN

Newly-set-up programmers/publishers of the *Valhalla* series.

25 ROTHERHAM, KRISALIS

Soccer Kid, Sabre Team and *Man Utd Premier League Champions*-publisers.

26 RUNCORN DID

High-tech developers of *F-29, Robocop 3* and *TFX.*

ROWAN SOFTWARE

Flight sim specialist programmers of *Overlord* and *Dawn Patrol.*

27 SAFFRON WALDEN, ESSEX SENSIBLE

Amiga-abandoning developers of *Sensible Soccer, Cannon Fodder* and *Mega Lo Mania.*

28 SHEFFIELD GREMLIN

Fabricators of The *Zools,* the *Lotus* games and *Shadow Fighter.*

29 SLEAFORD, LINCOLNSHIRE APACHE

Developers of *Death Mask.*

30 SLOUGH ELECTRONIC ARTS

They who brought us *Desert Strike* and *FIFA International Soccer.*

31 SOUTHAM, WARWICKSHIRE CODE MASTERS

Lovable suppliers of the *Dizzy* games and *Micro Machines.*

32 STROUD, GLOUCESTERSHIRE ICE

Birthplace of *Total Carnage* and *Akira.*

33 WAKEFIELD TEAM 17

The toughest publishers in the business, as *Alien Breed, Ultimate Body Blows* and *Super Stardust* demonstrate.

34 WELWYN, HERTS KOMPART/ BLACK LEGEND

Prolific producers of games ranging from *The Settlers* to *Football Glory.*

35 WITHAM, ESSEX GRAFTGOLD

Andrew Braybrook and chums, programmers of *Empire Soccer, Rainbow Islands* and our own *Nipper.*

36 GREAT YARMOUTH THE HIDDEN

Creators of *Spodland (Yeah, right - Ed)* and *Donk.*

37 ORPINGTON, KENT RASPUTIN

Programmers of *Jet Strike.*

It is over. Not the world, nor the Amiga, but 1994. And as we step lightly into 1995, let us pause for a moment to consider Those Who Have Pleased Us, and bestow awards upon them.

THE AMIGA POW 1995 NEW YEA HONOURS LIST

In a peaceful meadow, cows graze contentedly. Birds sing. Butterflies flit from flower to flower. A horse stands quietly in the shade of an old oak tree.

There is a distant rumble. The cows glance around nervously, and look up to see dark clouds rolling across the sky. Rain lashes against the ground, driven by a fearsome wind. As the earth begins to shake, the cows' eyes grow wide with terror. Suddenly the ground is ripped apart as a vast stone portal rises from it, shaped as a giant mouth, a bit like that one at the beginning of Aladdin. Four dark figures move slowly forwards through the smoke, silhouetted against the hellfire behind them. They sit astride bicycles.

"Who has summoned us?" cry The Four Cyclists of the Apocalypse (for it is they), their mighty words rending whole mountains asunder.

It is us, AMIGA POWER. We humbly beseech you to judge the Amiga games industry for its deeds during 1994, and produce a sort of glorified awards feature, you probably know the sort of thing. Everyone could get knighthoods, like Sir Geoffrey Crammond. About two pages ought to do it.

"Very well. It shall be so." They appear to converse for a moment, though no words can be heard. Then the First And Greatest Cyclist speaks:

"But let one thing be clear. Only those who have significantly touched the lives of Amiga owners everywhere shall be considered. Those who have merely turned out tedious copies of games we've all been playing for years will be scorned!" A lightning bolt shoots from his fingers and strikes down a cow which has been standing transfixed with terror nearby. "Let judgement commence."

The four cowled figures begin to pedal forwards, surveying the landscape with their retributive gaze.

"You bastard."

"What?"

"It was just standing there."

"What was?"

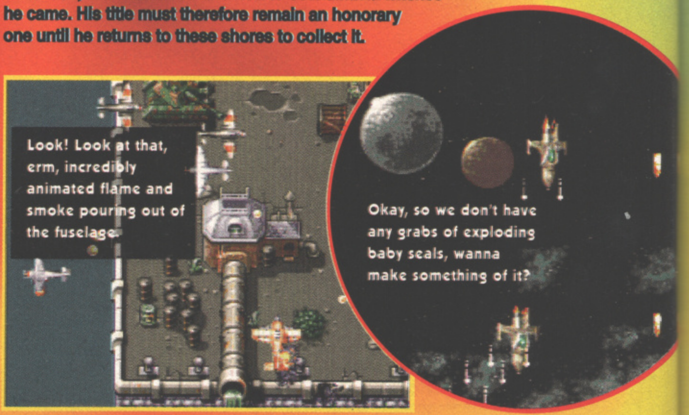
"That cow."

"Eh?"

"I think you've broken its leg."

JACOB, MARQUIS OF ANDERSON

We adore Core's *Banshee*, but the best thing about it is the little animations when you shoot a seal or blow up a telephone box. These are the work of graphic artist Jacob Anderson, who has since returned to Scandinavia whence he came. His title must therefore remain an honorary one until he returns to these shores to collect it.

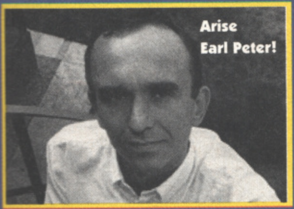


Look! Look at that, erm, incredibly animated flame and smoke pouring out of the fuselage.

Okay, so we don't have any grabs of exploding baby seals, wanna make something of it?

BARON MOLYNEUX, EARL OF PETER

A long-overdue recognition of Peter Molyneux's services to the Amiga, as brought to our attention by AP reader Beatrix van Oranje Nassau of Holland in last month's letters page. He has brought us a stream of good games, such as *Populous*, *Syndicate* and *Powermonger*, culminating in this year's *Theme Park*.


Arise Earl Peter!

VISCOUNT ARMSTRONG OF THE ANTIPODES

We'd never really heard of Acid Software properly before this year, but then, suddenly – *Skidmarks* and *Guardian*. *Skidmarks* was spoiled a bit by disk accessing, but *Guardian* was quite simply fabulous. They also brought us, through Vision Software, the excellent *Roadkill*. Hurrah for Simon Armstrong.

LORD NICHOLAS CORT OF THE DOME

We've singled out Nick, though his award really goes to everyone at The Dome for constantly surprising us with their slippy-slidey, rollercoaster-style output. From the fabulous *Bob's Day Out* they plunged to the dismal *Last Action Hero, Dracula* and *Cliffhanger*, and then lurched back upwards to the sublime *PGA European Tour*. We don't understand them, but we love them.

SIR PIERRE DE CHEF

Sir Pierre receives his knighthood for being our favourite game character of 1994. The behatted star of *Out to Lunch* remains cheerful no matter how many errant vegetables assail him, rounding up ingredients with his little net while smirking constantly. If there isn't an *Out to Lunch 2*, we may have to kill ourselves.

ARCHDUKE ANDREW VON BRAYBROOK

We have always had a place in our hearts for Andrew. Not only did he write *Uridiums 1* and *2*, and *Rainbow Islands*, but he also did *Nipper*, our special AMIGA POWER game. And then, this year, he created *Empire Soccer*, which we're still trying to convince some of you is one of the finest football games available.

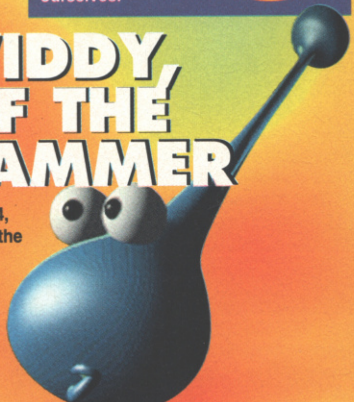
A masterpiece.

EARL PUPAZZ OF THE MACABRE

The spooky punchbag from *Shadow Fighter* nets an earldom for keeping us constantly amused during the closing weeks of 1994. He smiles sinisterly no matter how may times he's knocked down – much like us, in fact.

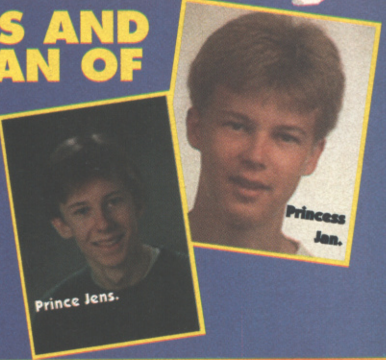
JOHN TWIDDY, ORDER OF THE SLEDGEHAMMER

John entertained us greatly during 1994, with a solid conversion of *Aladdin* and the fantastic *Putty Squad*. He truly is the master of the platform game, and we hope others follow his example rather than simply rehashing the same old stuff over and over again. We also congratulate John on his recent marriage.



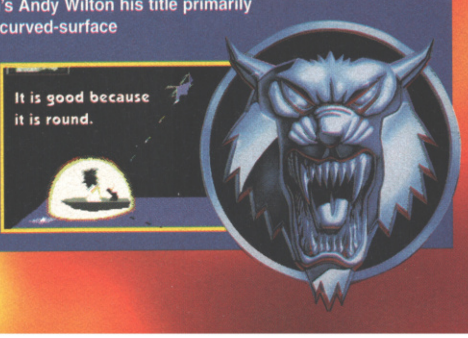
PRINCE JENS AND PRINCESS JAN OF SWEDEN

We felt that nothing less would be appropriate for Jens Anderson and Jan Kronqvist, the people who brought us the fantastic *Gravity Force 2* on AP39's coverdisk. Unfortunately, despite his name, Jan is actually a bloke. But it wouldn't have sounded right otherwise. We hope he doesn't mind.


Princess Jan.
Prince Jens.

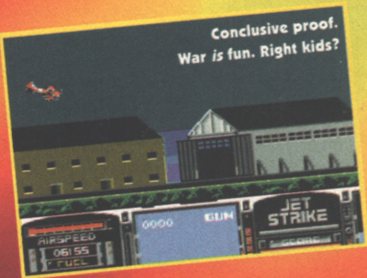
COUNT WILTON, LORD OF ALL SPHERES

We grant Binary Asylum's Andy Wilton his title primarily for his use of advanced curved-surface technology in *Zeewolf*. We were beginning to doubt that *Zeewolf* would ever appear, so delayed was it, but eventually it did, and it was really good. So that's okay.

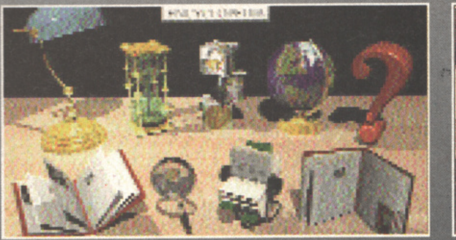


MARGRAVE ARRAN FOTHERGILL

Great work has been done by Arran in the form of *Jetstrike CD32*, a game which Steve and Cam have played for many hours. As well as constructing an enormous variety of aeroplanes and levels, he was also thoughtful enough to include the most bizarre UFO-related bonus feature which only a tiny fraction of players will ever encounter.



LIGHTS!



MultiFacets of MultiMedia No 1: Digital LandscapeCapture Technology

Regardless of the setting, irrespective of the time period, all MultiMedia presentations MUST use computer-generated backgrounds. These gorgeously rendered, light-sourced 3D marvels will feature chess sets, bottles, bowls of fruit and angle poise lamps, because they're easy to create in 3D modelling programs. They'll never feature trees, animals, Henry Moore sculptures or fountains. Because they aren't. Or people, because they're scary.

CAMERAS!

MultiFacets of MultiMedia No 2: Digital PhotoCapture Technology

Making the CD seem jam-packed with data is always a problem, and the best way of doing it is to include a 'reference section.' These consist of video clips transferred from Pathé newsreels, and smudgy photos taken from encyclopaedias, local newspapers and 'builds week by week into an essential reference library' Orbis partworks. They're then hastily scanned at a risible resolution and crammed together to complete that VariFormat ambience.

SOUND!

MultiFacets of MultiMedia No 3: Digital AuralCapture Technology

Another technologically exciting way of filling up the CD is to slap a load of crackly old sound clips on it. That jittery sequence of Winston Churchill talking just isn't enough – you're also going to need his "blood, sweat and tears" speech almost (but obviously not quite, see number 4) synchronised for that full edutainment package. So hurry! It's straight back to that Pathé newsreel with an inexpensive microphone.

THE COAT OF MANY

The CD age is upon us, and our readers are awash with fear. Harry Zimmerman from Rifle, Colorado and Daniel Uphaven from Welwyn Garden City are just two of the tens of people who have turned to us for help. "How can I have allowed myself to be left behind?" questions Harry. "What is this MultiMedia lark, and how can I get a slice of its high-tech action?" drools Dan. Fear not. AMIGA POWER shall equip you to straddle the untamed beast of CD interaction and ride triumphantly into the FUTURE OF INFORMATION TECHNOLOGY.

So – MultiMedia then. What's it all about? Well, the simplest way to explain it is to think of a sturdy cardboard box. Into this box can be put all manner of things. A recipe for apple crumble, say, and a tape recording of someone reading it out. Another tape recording, but this time of the music from an Asda induction video, a grainy video recording of someone following the recipe and a small photograph of an apple. Now you start the tapes and seal the box. Prepare some other boxes, each dealing with a different topic. Sheet music, perhaps, or architecture. Now arrange the boxes so you can open one, climb inside, absorb the information, and then move on to the next box.

Well, that's all MultiMedia is. Just imagine that instead of the three or four boxes you've prepared, there are millions of them containing a 'multiple media' show for every conceivable topic – and that you aren't actually climbing inside a box but using your computer to access a complicated digital matrix stored on a compact disc using a special wire – and you can begin to understand the excitement of what some people are already calling "the Pathé newsreel of the '90s".

MULTIPLYING THE MEDIUM

MultiMedia is a near-organic phenomenon, with a language, reproductive system and other things. Let us examine them.

1 WORDS OF POWER The language of MultiMedia is a special language, with magical words that transform unattractive, tedious ideas into magnificent, explosive

MAKE MINE MULTIMEDIA

MultiMedia's still in its infancy, so there's still time to jump on the bandwagon and make pots of cash. All you need is a computer, a WORM (Write Once, Read Many times) CD system, and mass duplication facilities. That takes care of the technical side, but what about the ideas? Presented for the first time, here's everything you're ever going to need to cobble together MultiMedia packages until the cows come home in DigitalDairy 2: How Do Bessie's Udders Work, Farmer Dan?

1. THE WORLD AT WAR ON VIDEO Great for everything from Dr Knowledge's History Unfolds through to Derek Anorak's University of Smart Aeroplanes, The World At War combines detailed information with lots of valuable shots of things blowing up. Also features Winston Churchill's "blood, sweat and tears" speech. It IS the Pathé newsreel – but on video!

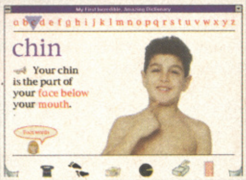
2. CHRONICLE OF THE 20TH CENTURY 1455 pages detailing every major event of the century. Make it the centrepiece of a wacky 'On This Day In History' InterActive game, or an amusing companion to Mr OrganizeIt!'s Personal Organiser and Diary Database. It IS the Pathé newsreel – but on paper!

3. SUBSCRIPTIONS TO A SELECTION OF PORNOGRAPHIC AND VIOLENT MAGAZINES The Infotainment Bible. If you can't get the Bible.

4. ORBIS PARTWORKS Reach down behind the sofa, or examine the mulch in that forgotten recycling bag in the garden, and you're bound to lay hold of at least parts one to three. Scan in the pictures, get Leslie Judd to read out the information, et voilà (Monsieur Myope Présente FunFactorFourFrench!, two-CD set) – instant interactive databases on everything under the sun.

5. COPYRIGHT-LAPSED LITERATURE Sticking to MultiMedia©zing books by safely dead people neatly avoids expensive litigation over breach of copyright. You'll only be sued if the books you're ripping off aren't in the public domain, or if Orbis finds out. Right, kids?

EVERYTHING YOU



My First Incredible, Amazing Dictionary

a b c d e f g h i j k l m n o p q r s t u v w x y z

chin

Your chin is the part of your face below your mouth.

Face words

Edutainment!

Chess!

MORE... SOUND!

MultiFacets of MultiMedia No 4: DigiDelayLipSynch

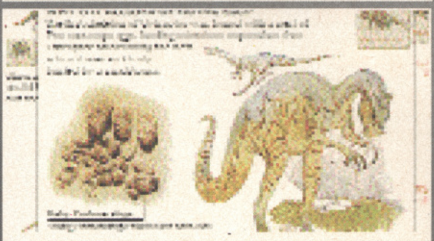
A major part of any DataPackage is the dialogue track dragging behind the VideoAction by anything up to 15 seconds. This gives rise to pregnant pauses in the middle of heated on-screen arguments and equally bizarre chatter ages after everyone's left the scene. All the MultiMedia producers we talked to assured us that this delay was ESSENTIAL and in NO WAY a failing of the current generation of underpowered hardware failing to live up to unattainable public expectations. So that's okay then.

ACTION!

MultiFacets of MultiMedia No 5: Digital LowQualityActorCapture Technology

In the bad old days, would-be thespians had to struggle on excruciating daytime TV drama programmes, hoping to be 'spotted' by influential executives. But thanks to the exciting MultiMedia revolution, InterActiveMovies are now THE place to be seen if you're struggling to 'make it' in the 'big time'. Or if you're too fat, old or ugly to appear in proper films.

INFORMATION!



MultiFacets of MultiMedia No 6: Digital TextPageCapture Technology

But none of these MultiFacets can make sense without the 'currency' of MultiMedia – words – and on a CD you can store millions of them: literally! The fact that the text is tiny and illegible because the screen is filled with clips of Winston Churchill and computer-generated chess sets or digitised Margot Kidders trying to revive flagging careers is unimportant. Use the printout option, or read the books listed in the CD's bibliography.

COLOURS

"What's MultiMedia, then?" Let another SALVO OF TRUTH ring out from the AP™ InfoCannon®.

concepts. The art of using the words is called SeparatingConjoinedNounsWithCapitalLetters: actually Separating Conjoined Nouns With Capital Letters, but through separating the conjoined nouns with capital letters an obvious phrase lent a proper ring of decisive, progressive, knowledgeable authority. You see?

2 EDUTAINMENT Edutainment ('educational entertainment' – MeldingStupidPhrases is another of the MultiMedia Words of Power) is the attractant which MultiMedia uses to reproduce through tech-hungry fathers buying £2,000 PCs 'for the kids'. It's interactive, entertaining education that's fun, Fun, FUN! By staring at a screen, interacting with on-screen 'characters' and asking questions through a complex series of mouse-driven menus, children can discover everything about the world outside that they never see as they're too busy learning about it. A bit like interacting with 'teachers' and 'friends' by putting your hand up in class and asking questions, only without the crippling necessity of having to converse with another human being. Or leaving your house even.

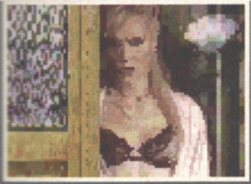
3 INTERACTIVE GAMES By 'interActing' ('interestingly acting') with the computer and software using a 'hands-on character manipulation device,' you can actually control the character or vehicle in the game, deciding when it should move, jump or fire. Similar to an ordinary game, but better, because of the 25-minute rendered introductory sequence, and the ingenious way the tedious requirement of constant control is streamlined to pressing left or right every ten minutes.

4 INTERACTIVE MOVIES InTeracTIve ('inside terra(c)pin throw-rug imperative') movies are interActive games, only featuring presumed-dead actors mugging in front of computer-generated sets. Sinisterly, even frantic usage of a 'hands-on character manipulation device' will fail to skip past these hammy performances, so you'll have to watch them over and over again.

5 INFOTAINMENT Infotainment ('infotainment') is exactly the same as edutainment, only passing through adolescence to reach maturity with the addition of blood and naked flesh. Its dual purpose is to sell £2,000 PCs 'for the tech-hungry fathers' and embarrass unwitting grandparents in shop demonstrations.

You can now discuss MultiMedia with an air of well informed confidence.

NEED TO KNOW



Infotainment!

Winston Churchill!

AND FINALLY...

The CD has finally spun to a silky stop. The 'hands-on character manipulation device' has been carefully put away, and the crackling monitor has ceased irradiating your children. Glance up into the night sky to witness the AMIGA POWER InfoCannon peppering the firmament with starbursts of erudition concerning alternatives to the octopod embrace of MultiMedia.

MULTISTOREY

Read a book about some cars. In a car park.

MULTITHEATRE

Take the script of a play along to the performance. Thus at any particular moment you can randomly access the text while still keeping open a visual window. What with the constant stream of audial information that your ears are intercepting, you really can't get much more of a MultiMedia experience than this. Buy a programme for extra depth.

MULTICINEMA

See an exciting film, and then play an associated game. Speed and *F1*, for instance.

MULTICRITICISM

See an exciting film with a few friends and then talk about it afterwards. Buy the soundtrack and play it in the background for another 'layer' of experience.

MULTIMEDIA

Smear lard across the lenses of a pair of sunglasses and flick through Penthouse or the lingerie section of the Littlewoods catalogue because you can't face the idea of going without infotainment.

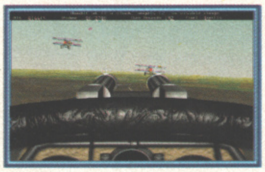
Congratulations – you're now a MultiMediaMarshal of Didge City! Perhaps you could start work on integrating Virtual Reality, the Internet and MultiMedia so YOU NEED NEVER LEAVE YOUR HOUSE AGAIN.

AVAILABLE ON ALL AMIGA FORMATS*

DAWN PATROL

The First Air War

Dawn Patrol is a true flight simulation with the emphasis firmly on pilot control and 'seat of the pants' skill. Climb into the cockpit and prepare for the aeronautical experience of a lifetime.



- *Take the controls of one of 15 period aircraft including the Sopwith Camel, SPAD 7, and the Red Baron's Fokker Triplane.*
- *Leading Edge Technology provides enhanced features for the A1200 and A4000.*
- *32 colour mode gives twice the colour resolution of standard Amiga flight sims.*
- *A myriad of viewing perspectives (View Mātrix) including interior cockpit, multiple external and unique ordnance view.*
- *Over 150 missions to accomplish ranging from traditional dogfighting to balloon busting, each with full mission briefing and embedded hypertext.*
- *64 pilot biographies allow you to create your own characters from Rookie to Flying Ace.*
- *Experience a complete account of the 1914-18 'War of the Skies' and battle for either side of the conflict.*
- *Fully hard disk installable.*
- *The 1914-18 team spirit amongst the airmen is further emphasised through a number of authentic wartime ditties.**
- *A full range of realistic sound effects accompanied by Tchaikovsky's "Capriccio Italien" add the final touch of authenticity.*

Forget all other flight sims, Dawn Patrol tests your flying skills to the full against the real pioneer Aces of air combat.

**1 MEGABYTE OF RAM OR MORE REQUIRED*

Dogfighting will never be the same again!

Artwork by Frank Wooton.
©1994 The Greenwich Workshop ©1994 Rowan Software

empire® INTERACTIVE

THE GREENWICH WORKSHOP *The Art of Discovery*

EMPIRE INTERACTIVE ENTERTAINMENT, THE SPIRES, 677 HIGH ROAD, NORTH FINCHLEY, LONDON N12 0DA. TEL: 081-343 9143 FAX: 081-343 7447 MODEM: 081-343 7557

GAMES

Here begin our reviews. Do not buy a game without first consulting them. But who are we, exactly? Why should you trust us? And what would happen if, for some reason, we began inexplicably shrinking?

JUST WHO DO WE THINK WE AAARGHH...

ONATHAN DAVIES

AMIGA POWER is not only the mightiest computer games magazine in the world, but also the tallest, with an average team height of well over six feet. "In fact, I think it is our very enormity that lends us our might," claimed misunderstood editor Jonathan. "If we were ever, though some terrible accident – a bungled scientific experiment, for example – to be significantly reduced in stature, it is difficult to see how we could continue to crush all before us. And my new coat wouldn't fit any more."

STEVE FARAGHER

"I've never really contemplated shortness," mused AMIGA POWER's production editor, Steve. "I've been tall all my life." Really? That must have made for, for example, rather an interesting birth. "Yes indeed. It started off straightforwardly enough. But you know how when babies are born they're wrinkly? I was even more wrinkly than usual. Then, when the doctor pulled my umbilical cord taut in order to sever it, there was a tremendous hissing and I inflated to my current height of six foot four."

SUE HUNTLEY

"They'll never shrink me!" vowed art editor Sue. "If anything, I'd like to be even bigger. Then people would sit up and take notice, oh yes. I would trample through the centre of Bath, squashing tourists beneath my feet. Trees would snap like twigs, and helicopters would buzz ineffectually around my head. Then, when I had grown tired of that, I would select a nice young man, pick him up gently in my hand and carry him to the top of a tall building, where I would tell him all about my dog. Have I told you about my dog?"

CAM WINSTANLEY

"Nothing would offer greater relief," said giant-even-by-our-standards deputy editor Cam. "All my life I have had to grit my teeth and smile good-naturedly as people have walked up to me and remarked with astonishment: 'Gosh, you're tall!', as if they have just uncovered the secret of nuclear fusion. This happens twenty, maybe thirty times a day." But what if people then started coming up to you and saying: "Gosh, you're small!"? "I would shoot them. All."

PAUL MELLERICK

"I'd hate to be small again," growled AP's long-haired, long-legged staff writer. "When I was younger I used get picked on all the time by my younger brothers, who were bigger than me. They used to sprinkle icing sugar in our dad's bed, and then blame me when he woke up all sticky in the morning. But then towards the end of my childhood I had a growth spurt, and got my own back. In fact, I could probably have anyone now." The rest of the team drew itself up to its full height, and Cam fingered the AMIGA POWER sledgehammer. "Hey, it's the Goodyear blimp."

JONATHAN NASH

Jonathan seemed intrigued by the possibility of being shrunk. "It would be great. I could battle with a spider using a pin as a sword, and ride along in the gutter on a leaf. I could do that amusing thing where I climb into someone's ear and appear behind their eyes. Or attempt to telephone for help by knocking the handset off the receiver, jumping on the buttons and shouting into the mouthpiece. But no." His face fell. "I'd probably get trodden on within two minutes."

SARAH SHERLEY-PRICE

AP's occasional art assistant Sarah is already incredibly short – "Petite, actually" – and didn't look too pleased at the prospect of getting even smaller. "I'd probably disappear altogether," she said. "But at this stage of my maternity I'd certainly appreciate being a bit thinner. I'm fed up with having to wear dungarees all the time, and suspecting that my shoelaces are undone but never quite knowing for sure. I could reach into the fridge to remove cheese slices without opening the door and letting all the cold air out."

RICH PELLEY

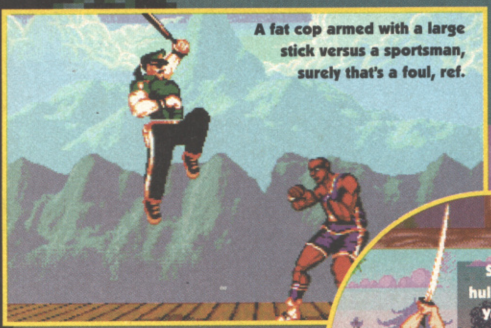
Rich isn't tall, exactly, but you wouldn't guess it if he walked up behind you. "ACTUALLY, WHEN I GOT MY FRIEND'S MUM'S CAR STUCK IN THE SAND AT WESTON-SUPER-MARE AND THE TIDE CAME IN AND WASHED IT AWAY, I WISHED I COULD HAVE SHRUNK INTO THE BACKGROUND, SUCH WAS MY EMBARRASSMENT. BUT HANG ON. I suppose I'd then have to talk like this." Hey, do that again. "ON SECOND THOUGHTS I THINK I'D PREFER TO REMAIN THIS SIZE."

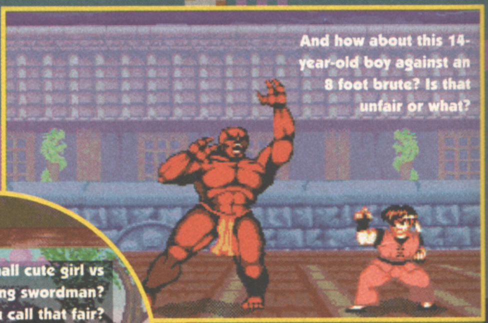
HOW DOES OUR SCORING SYSTEM WORK THEN?

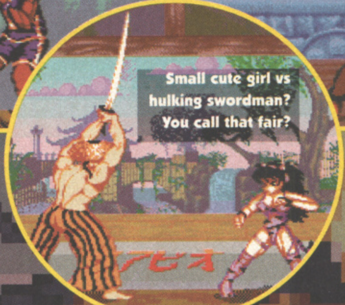
1. We play a game until we can bear to play it no more. Then we play it a bit more just to be safe. Then we write our review ignoring all commercial pressures. Because we are your friends. Trust us.
2. The percentage scale's got 100 increments, and we use them all. Crap games get single figures, average games get an average mark (50%) and only brilliant games get 90s. Unlike other mags, over 80% in AP actually means something.
3. Who cares if a game's got great graphics or nice sound if it's useless? Not us. Our reviews give a single mark based on the game as a whole.
4. We're hard but we're fair.
5. Fifth points? We'd rather eat rotten satsumas.

SHADOW

Game: Shadow Fighter
Runs on: A500, A600, A1200
Publisher: Gremlin
Author: Domenico Barba, Fabio Capone, Fabio Cicciarello
Price: Around £30
Release: Out now


A fat cop armed with a large stick versus a sportsman, surely that's a foul, ref.


And how about this 14-year-old boy against an 8 foot brute? Is that unfair or what?

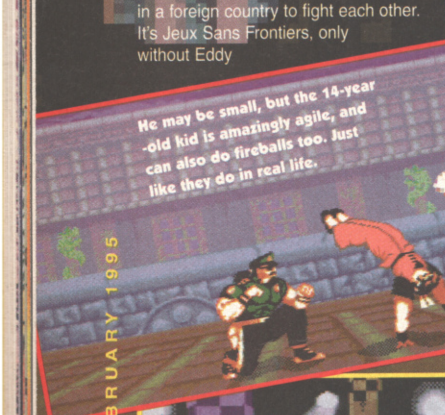

Small cute girl vs hulking swordman? You call that fair?

Follow me on this one. Everyone in beat-'em-ups hates each other, right? If they're not the brother of another one who's chosen a path of the Dark Side, then they're a pupil gone off the rails and forever chased by their good and trusting teacher. They've murdered each other's sisters, cheated on their wives and maybe, just maybe, stolen each other's winning lottery tickets. These are all good reasons to kick each other's duodenums out, and on this level beat-'em-ups make sense.

JUDITH

But hang on a minute. These fights aren't swift, impromptu brawls fuelled by alcohol, macho talk, and years of embittered hatred. They're organised, three round matches which involve at least one, and usually both combatants flying half way round the world to meet at a set place in a foreign country to fight each other. It's Jeux Sans Frontiers, only without Eddy Waring and with the risk of serious injury elevated to an art form, and would take a massive amount of good will and co-operation for both fighters to book the time off work, buy their tickets and turn up at the same place at the same time. Hardly the actions of two individuals who have sworn to beat each other into a bloody pulp, are they?

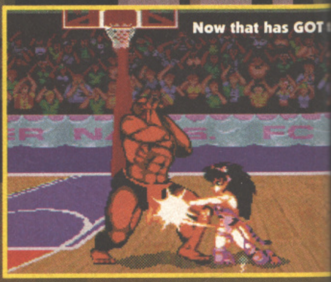
So that's the entire concept of story lines discredited and rubbished then. I don't care whether the Sorcerer didn't get enough attention from his mother as a boy, or if Liu Kang is the love child of Marilyn Monroe and Bruce Lee, and to be honest, until I played *Shadow Fighter*, I didn't really care if beat-'em-ups existed at all. I'd always thought that they were limited exercises in reactions and button pushing, and pretty dull. I also thought (mainly because it's true) that most beat-'em-ups on the Amiga weren't as good as beat-'em-ups on other formats. Times have changed though. *Shadow Fighter*'s a great game by any standards, and everyone in the office (apart from Sue, who's far too busy to bother with games these days) has been playing it continuously since we got it. We've got the thumb blisters to prove it.

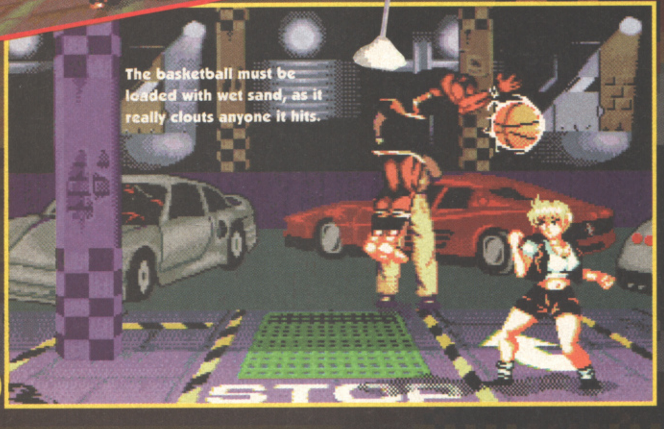

He may be small, but the 14-year-old kid is amazingly agile, and can also do fireballs too. Just like they do in real life.

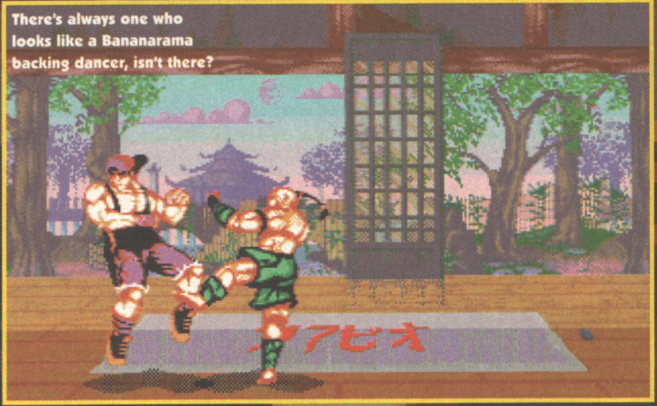
HALT!

It's great because Domenico and the two Fabios (three Milanese kids who, according to the Gremlin legend, simply sent the game in practically finished) have taken a look at the world around them and taken note. Although I've only ever played it about twice, *Super Street Fighter 2* in the arcades is (apparently) the world's greatest beat-'em-up, combining short-term playability flawlessly with long-term appeal, and consequently sucking change out of pockets across the world faster and with greater ease than a giant vacuum mounted to a spy satellite in geosynchronous orbit. If you've ever needed a blueprint for a perfect game, then it's out there in most arcades. It's consequently a bit baffling to see "combat simulations" such as that CRIME AGAINST HUMANITY *Rise Of The Robots*, which fail to take into account any of the lessons learned by other games, and are consequently about as playable as underwater tennis.

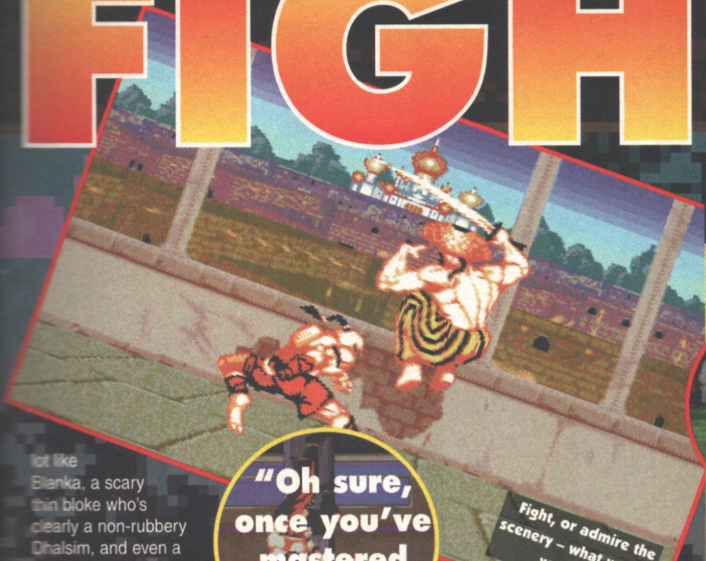
Shadow Fighter steals shamelessly from here, there and everywhere, snipping all the best bits from everywhere and squashing them all into one. There's a scary butch bloke who looks and moves a


Now that has GOT


The basketball must be loaded with wet sand, as it really clouts anyone it hits.


There's always one who looks like a Bananarama backing dancer, isn't there?

FIGHTER



Fight, or admire the scenery – what would you rather do?

> **"Oh sure, once you've mastered fireballs"**

lot like Blanka, a scary thin bloke who's clearly a non-rubbery Dhalsim, and even a cute girl with lethal hair, not entirely unlike a character from the disappointing *Elfmania.*

HADDOCK

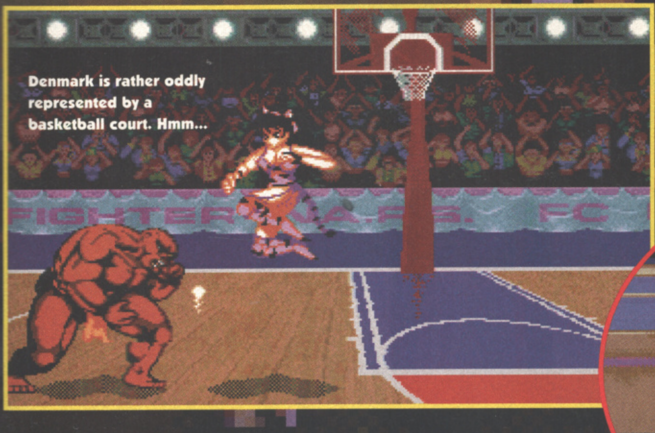
Then it grabs a few bits from *Super Streetfighter 2 X* and *Mortal Kombat* – whoever gets the first hit in gets a point bonus, and if you manage to land three different blows in succession, you get an "excellent" rating and momentarily stun your opponent, allowing you to get a few more punches in. These are admittedly small things, but they add considerably to the game and also break up all that tedious punching and kicking stuff.

With loads of locations and masses of characters to play, *Shadow Fighter*'s good for at least a week of novelty value, with you and a friend trying out all the possible combinations of characters and locations. Thankfully though, once you've lost the initial buzz of playing such a great-looking game (for even on the humble and increasingly neglected A500, you've got mock Mode 7 floors, parallaxing backgrounds and more colours on screen than are supposed to be possible) there's still loads to see and do.

The control system's excellent, and makes us think that the programmers actually love beat-'em-ups, and didn't just simply try to cash in on the craze. We've not gone to the bother of counting them, but most characters have over 20 easily-accessible moves, and that's with a bog-standard one-button joystick. All the punches and kicks are dealt with using standard directions or directions-plus-fire, and the special moves tend to use simple swirls of the D-pad with a fire at the right moment rather than the fiddly UP, DOWN, RIGHT combos of *MK2*.

DYING GURU

Different moves work at slightly different distances, so rather than having close attacks and missile/fireball distant attacks, there's a number of grades in between. Fat Kraut Cop for instance, can perform all his punch attacks holding a truncheon, thus extending his reach, so his ranges of attack are punching, swinging a truncheon, kicking, jump kicking and using his gun. I'm not into beat-'em-ups enough to know if other games have this kind of flexibility, but it's the first ➤



Denmark is rather oddly represented by a basketball court. Hmm...

WE ARE FAMILY

Every character's got a stupid name and daft reason to fight, which we can't be bothered to go into. Here's a broad cross section of them though.

BOXING GLOVES FELLA

A bland, generic, indenti-kit type of guy. With boxing gloves.

SCARY HULK MAN

He has to hunch over just to fit on the screen.

CUTE TIGER GIRL

Rooaaargghh! Right lads?

14 YEAR OLD BOY

Just don't talk to him about girls, alright?

COKE ("-A COLA" – *ED)* DEALER

Hot off the streets of Medellin, Colombia, he looks mean and turns into a panther.

FAT KRAUT COP

Complete with baton, handgun and silly haircut.

SCRAWNY MYSTIC BLOKE

Has harnessed the power of the universe. Or some old tat like that.

HAT GEEZER

Despite his misleading title, Hat Geezer sports a massive, but curiously non-fatal sword. Nice trousers too, don't you think?

STOUT BLOND LASS

Just an average girl. With electric powers. In lycra.

KICK BOXER

Just like the guy out of that Jean Claude Van Damme movie.

BEARDY BLOKE

Behold, he is a fearsome warrior. Fearsomely dull. With a beard.

OBVIOUS T1000 RIP-OFF

Complete with 'hands turn to blades' attacks.

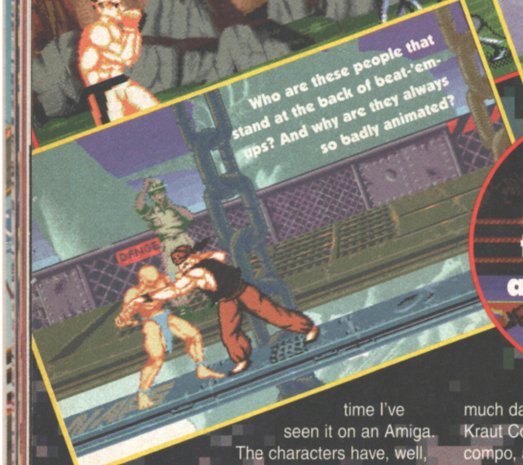
THE SHADOW FIGHTER

Scary end of level baddy that we haven't actually got to yet. Oops.

We like Cute Tiger Girl – she rolls around the floor with you and everything. *(Steady. – Ed)*

Boxing Gloves Fella is only seconds away from the uncomfortable terror of having his opponent sluice into his pants.

Brazil's one of the prettiest backgrounds, which is why we chose it for this month's coverdisk demo.



Who are these people that stand at the back of beat-'em-ups? And why are they always so badly animated?

> “Forever chased by their good and trusting teacher”

time I've seen it on an Amiga.

The characters have, well, character. Oh sure, there's a couple of fairly forgettable ones such as Boxing Gloves Fella and Beardy Bloke, but even they're quite fun to use once you get into them. Cute Tiger Girl's the one we'd all fancy if she were real, and even though she's a bit weak and puny, especially against Stout Blond Lass, the fact that she shouts “Judith!” and rolls around with her opponent more than makes up for it. They're already planning a data disk with eight new characters *(To be designed by YOU, the readers of AP. See page 69. – Ed)*, but these will keep you happy for ages, simply because they're NOT all evenly matched. Oh sure, once you've mastered fireballs and burning kicks, 14 Year Old Boy proves to be rock hard, but in a stand up fist fight against the adults, he WILL get a righteous kicking.

There's a certain amount of suspension of disbelief necessary to fully enjoy the game. Why does Cute Tiger Girl's hair inflict as much damage as a punch? How come Fat Kraut Cop can carry a gun into the compo, and how come Hat Geezer's sword doesn't cleave some of the thinner contestants in two? Where does Basketball Player keep his basketball? And where does Obvious T1000 Rip-Off go when he turns into a blob of liquid and vanishes up his opponent's trouser leg? Who knows and who cares? It's all jolly good fun.

BILL ODDIE

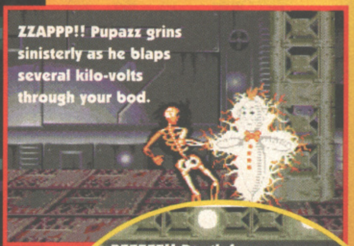
If you can fault the game on anything, it's the one-player game, but then again, what kind of friendless saddo buys beat-'em-ups to play them on their own? The computer player annoyingly accesses the special moves all the time, and on the easier levels it's possible to “Do a *Rise Of The Robots*” and get half way through the game using just two or three of the moves all the time, which is plainly silly and self defeating. On the plus side, the one-player mode means you can go up against the sinister Pupazz, who's the kind of character that's supposed to be cute, but is in fact outrageously creepy and scary, while at the same time being a bit of a larf.

They really have thought of everything. Yes, it's hard disk installable (well, the A1200 versio will be), yes it supports a second disk drive (which is just as well, as there's often a lot of disk swapping if you're playing against a friend. If you're playing a tournament against the computer the disks go in one at a time and stay there until you've beaten all the fighter's stored on them) and yes you can replay a match with the same characters without going back to the menu screen, something that *Mortal Kombat 2* won't do.

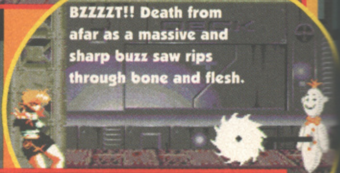
The sound's fun, with heavy crunching blows and people shouting “Judith!” all the time, the graphics are superbly animated and everything zips along at a sizzling pace. It's a superb game, and when the CD32 version emerges, eliminating all that tiresome disk swapping it'll rank alongside *Guardian* (the game of champions) as a powerful reason to buy one. Ignore the hype, pour scorn on *MK2*'s bland set of characters and limited moves, and buy the best beat-'em-up on the Amiga.

● ***CAM WINSTANLEY***

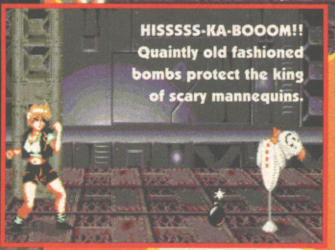
PUPAZZ – HE'S BAD



ZZAPPP!! Pupazz grins sinisterly as he blaps several kilo-volts through your bod.

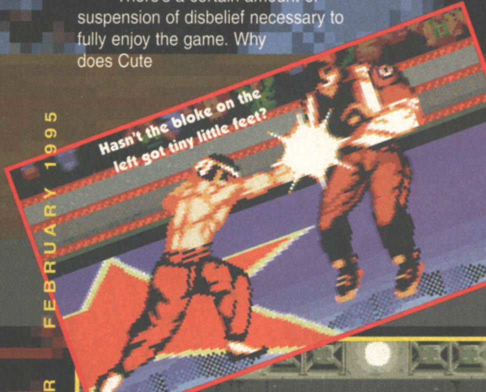


BZZZZT!! Death from afar as a massive and sharp buzz saw rips through bone and flesh.



HISSSSS-KA-BOOOM!! Quaintly old fashioned bombs protect the king of scary mannequins.

SPONGGGE!! There's no getting away from that old favourite – the comedy cartoon fist.



Hasn't the bloke on the left got tiny little feet?

I saw someone do a kick like this in a Jackie Chan film. It was great.

One of the locations is space, which is fitting for this kind of nastiness.

If you haven't already guessed, this is a special move.

UPPERS ▲ It's the best beat-'em-up on the Amiga in every respect: playability, graphics, sound, characters, special moves, everything.

DOWNERS ▼ A lot of disk swapping, occasionally mismatched one-player mode and, most importantly, you can't 'be' Pupazz.

THE BOTTOM LINE

To see this on any Amiga's a joy, to see it on the humble A500's a programming miracle. Gallons of care and attention have been poured into this, and by borrowing all the best bits of all the other beat-'em-ups, *Shadow Fighter*'s blown the competition clean out of the water.

91 PERCENT

THE BOTTOM LINE

A1200 It's still great, but why not hang on a month or so and wait what we've got to say about the A1200 specific version, due out very soon?

MORTAL KOMBAT 2

A clearly nonsensical title, it is plain to see.

Publisher: Virgin
Authors: Probe
Price: £30
Release: Out before now

We've been to a preview screening of Stargate. It's a film directed by Roland Emmerlich and starring Kurt Russell and James Spader, and it's about this alien played by Jaye Davidson who kidnaps ancient Egyptians and takes them to another planet to mine a special mineral, and it explains how the pyramids were built and everything, and it's professionally made and visually attractive, and it's absolutely terrible. Not at all relevant to *Mortal Kombat 2*, but we had to drop the story from last month's news pages, so I thought I'd get it in before the film opened officially.

FINISH IT

Mortal Kombat 2 is a triumphal conversion. All the characters! All the moves! All the speech! All the secrets! It's just enormously dull, that's all. In the one-player mode, the computer characters have inflexible programmed responses to your moves so a scrap is less a pugilistic challenge than an exercise in whisking through your moves and seeing which one 'fools' your opponent. And even on the toughest difficulty level, computer players still blithely walk into Swordbloke's waving arms and get cut to bits. Buffoons.

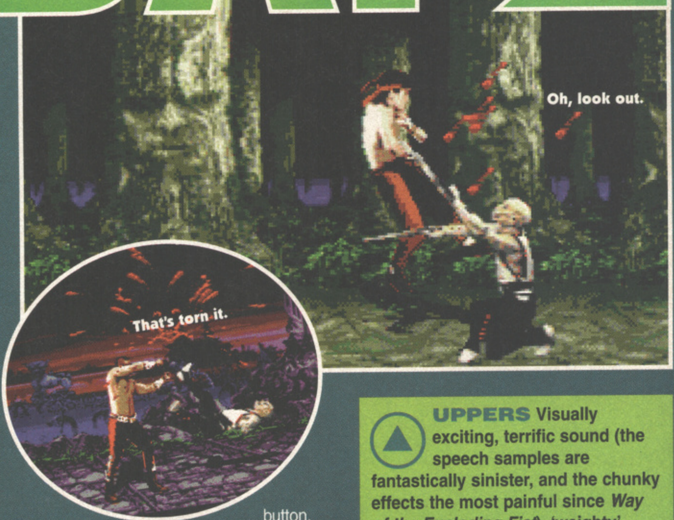
The two-player option unsurprisingly plays far better, not least because bouts last longer than 13 seconds, however you are still hampered by the artificially complicated moves. In *Shadow Fighter*, performing special moves is a relatively invisible task because the programmers have realised the inanity of stringing together a list of illogical joystick movements. *Mortal Kombat 2*, of course, relies on such moves for its success. (Or does it? Apparently, top-class *MK2* players just bash each other around, because – tellingly – they say there's never enough time to get in a special move.) But to get the moves running on a single-button joystick, the movements are even sillier than before. Particularly stupidly, the method to differentiate between punches and kicks is so unwieldy (it depends on which direction you're moving when you press fire) it may as well be random. So if you want, for example, to perform a 'friendship' ending, the trick to which is not to punch your opponent during the bout, it's effectively a matter of chance whether you unintentionally biff him as you flail away. And all this despite there being a (clearly redundant) menu option for two-button pads and the original game handling them with no problem.

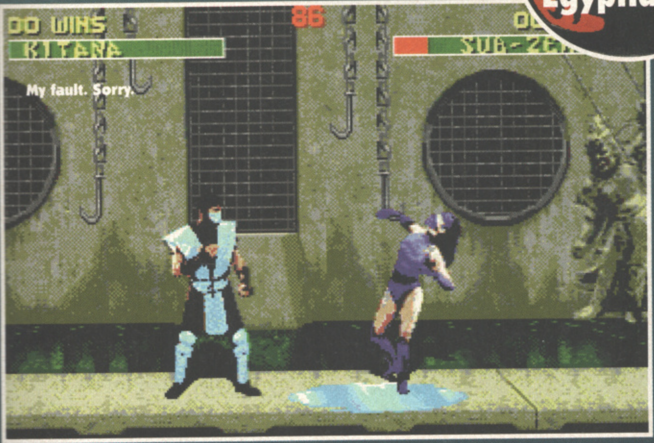
Playing *Mortal Kombat 2* is an empty experience. When you beat your opponent (having dismissed the one-player mode with its devastatingly effective single move nonsense) there's no feeling of success – you've won because you were quicker bashing the fire button. Your opponent doesn't damn your eyes and swear to beat you next time: you just don't care. And such an impression bodes ill for repeated play. "But practising the special moves is part of the appeal," bellow the appropriate people. But there is no mechanism to practise the special moves: there's no equivalent of Pupazz in *Shadow Fighter* and you can't even turn off the timer. (And why don't beat-'em-ups allow you to toggle the energy bars, so you can experiment with combinations without prematurely ending the match? Perhaps because as soon as you've discovered all the 'secrets', interest in the game itself plummets, eh?) Even the trivial faults rankle. For example, if you're slightly too far away to execute an uppercut, the computer player's identical move connects flawlessly. Or because of the bizarre credits system, you can only play 30 two-player bouts before the game ends. Or the fact there's no scoring method beyond showing a player's consecutive wins. Or the way the game doesn't recognise two external drives despite its three disks. Grrrr.

In terms of plain old fun, the Amiga conversion of *Mortal Kombat 2* is a step down from the grubby but impressively thought-out original. But both suffer from being tied to coin-op games clearly designed to be over as soon as possible, and that's where *Shadow Fighter* comes in.

● *JONATHAN NASH*

> **"Kidnaps ancient Egyptians"**





UPPERS Visually exciting, terrific sound (the speech samples are fantastically sinister, and the chunky effects the most painful since *Way of the Exploding Fist*), 'weighty' characters, everything that's in the coin-op is in there. The two-player mode's okay.

DOWNERS *MK2* is all about deliberately complicated moves, but squashing everything on to a single-button joystick has rendered it a laborious exercise in waggling. The lack of support for two-button pads is inexcusable, especially as the option's in the menu. The characters are boringly similar in look and feel.

THE BOTTOM LINE

It's fun, but really only if you give up on the special moves. And bashing someone repeatedly in the face is only good for a couple of plays. I may have marked it higher had *Shadow Fighter* not existed, but we'll never know, will we? Buy *Shadow Fighter* instead.

63 PERCENT

THE BOTTOM LINE

A500 Less speech and music, more disk-swapping (especially when you pull off a 'finishing move') and, even though the manual says it's so, two-button joypads still don't have any extra effect. Tsk.

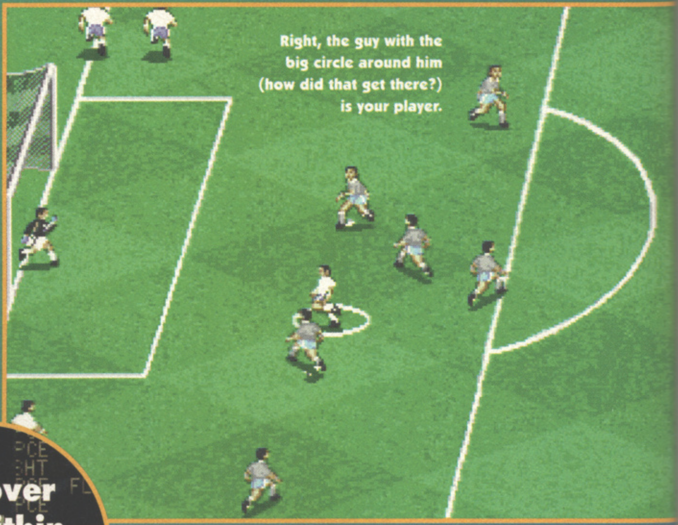
KICK OFF 3 EUROPEAN CHALLENGE

Just how hard should I kick this then?

Publisher: Anco
Author: Steve Screech
Runs on: A1200
Price: £30
Release: Out now

Back again, eh Mr Off? Some games never learn. You may recall scheming Celt turncoat Steve McGill reviewing the original version of *Kick Off 3* in issue 40, complaining that all manner of problems in the game detracted seriously from the amount of fun that could be had, and roasting the sound and controls in particular before awarding it a respectable-but-flawed 69%.

As with the A500 version of *Bubble and Squeak* last month, it appears that software publishers have taken note of our criticisms. With *Kick Off 3 – European Challenge*, Anco have altered the sound so the crowd roar appreciatively when you score instead of reacting with silence. They've added some more control options so that people with a CD32 joypad can enjoy pressing loads of buttons. And on top of all that they've even decided to throw in all sorts of new leagues and competitions as well. For as well as playing in England, you can take your team to Germany, Italy, France or Spain. A truly 'European' motif, there.



Right, the guy with the big circle around him (how did that get there?) is your player.

PILES

Scheming Celt turncoat Steve liked the 'pinbally' feel of the *Kick Off* series and, while I did like *Kick Off 2* when it first appeared in 1990 (or thereabouts), *Kick Off 3* loses the sense of accuracy and urgency that you should get when playing a football game. As far as I'm concerned, football games are supposed to flow from move to move, leaving you in no doubt that you're in complete control of all the action. When, say, your centre forward plants a cultured volley into the top left hand corner as the result of a beautifully lofted cross from your winger, you have to be sure it was as a result of your gaming skills.

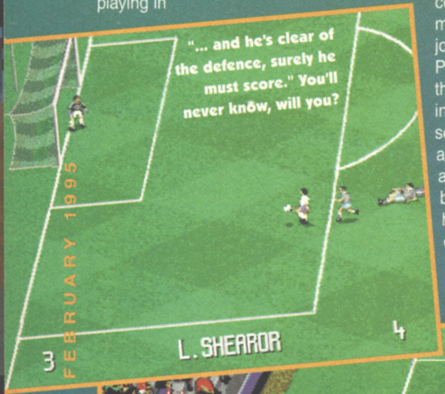
> "All over you within a couple of minutes"

With *Kick Off 3* (*European Challenge* or not) you'll be lucky if you manage to time a tackle correctly, or even get the ball clear of the defence. In an attempt to master control of the ball I tried every conceivable mixture of options, using each of the joypads scattered about the AMIGA POWER office in turn and even slowing the game down to novice level and investing much time on the practice screen. It was all to no avail. You can't apply the right amount of power to a pass, and the time delay between pressing a button and the intended move actually happening is ridiculous. Also, the computer opponents always seem to know exactly what their fellow players are doing and so are all over you within a couple of minutes.

But the worst part about all of this is that although I felt I had almost no control over what was going on and very little chance to change the outcome of the game I still managed to score consistently. In each match I put away at least a couple of goals, and at one point managed an impressive 4-4 draw against Blackburn while playing as Manchester.

So then. This 'new and improved' version does indeed take the original version and 'new and improve' it, and it's refreshing to see a company responding to criticism, but the real problems with *Kick Off 3* go much deeper. It's the game itself that's at fault, and no amount of new options can disguise that.

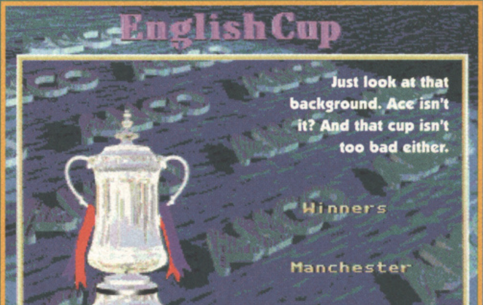
● *PAUL MELLERICK*



"... and he's clear of the defence, surely he must score." You'll never know, will you?

Where's the ball? Oh, right, it's obscured by the net. GOAL!

1
E.BOYLING
1



Just look at that background. Ace isn't it? And that cup isn't too bad either.

UPPERS You can now use a CD32 pad, a two-button pad or even a normal joystick. There are dozens of teams to choose from, a chance to play in different countries around Europe and the sound even works properly this time around. Oh, and there's a lovely rendered-type background for the menu screens.

DOWNERS In fact, everything's been improved but the game itself, which means we're left with an impressively-optioned, silly and uncontrollable, frustrating football game. Oh, and there's a lovely rendered-type background for the menu screens.

THE BOTTOM LINE

It may be 'new and improved' in some areas, but not where it counts. And because I think famously generous scheming Celt turncoat Steve McGill overrated it by quite a bit first time around, I'm going to knock down the score substantially.

57 PERCENT

THE BOTTOM LINE

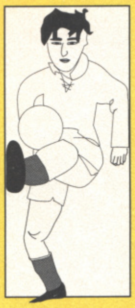
A500 A slightly toned-down version with less colours and less sound is on the way, we are informed.

*** FREE START-UP PACK NOW ***

STOP PLAYING WITH YOURSELF

If you have enjoyed any Soccer Management games then why not try, for FREE, the ultimate challenge

Compete against 159 other managers in our Play-by-Mail European Soccer Simulation



Can YOU take your team to the top?
Can YOU become TOP manager?
Can YOU bring glory to your club?

Pick your squad, Select your tactics,
Use your subs, Send out scouts,
Buy and Sell players, Train your
team and much much more!

Receive over 10 Laser printed A4 pages every turn detailing your performance, results, tables ......etc.

To find out how to play and to try 'In off the Post' completely FREE with no obligation to continue,

Contact us NOW for a FREE '£5 Start-Up pack'

☎ 081-647-2727 24 Hour Registration Line

Premier Simulations (AP), P.O. Box 496,
Carshalton, Surrey SM5 3AN.
State name, address & preferred team nationality

SX

SOFT EXPRESS LTD

ORDER HOTLINE

TEL: – 01908 277177
FAX: – 01908 645397

Order by telephone quoting your credit card number and expiry date (credit cards are not charged until despatch). If paying by cheque, please make payable to

SOFT EXPRESS LTD
DEPT. NO. AMPBD02CM
6 WHARFSIDE,
FENNY STRATFORD,
BLETCHLEY, MILTON
KEYNES,
BUCKS MK2 2AZ

Access

PLEASE NO VISITORS, MAIL ORDER ONLY

VISA

BLANK DISKS

Blank disks	50 Disks	100 Disks	250 Disks	500 Disks	1000 Disks
Double Sided/ Double Density Disks	16·00	30·00	70·00	135·00	255·00
Double Sided High Density Disks	22·00	40·00	90·00	170·00	320·00
Recycled High Density Cover Disks	16·00	30·00	70·00	135·00	255·00
Recycled Cover Disks	10·99	20·00	45·00	85·00	150·00

All Items subject to availability. All prices subject to change without notice, please allow for Cheque clearance.
UK Mainland Free Delivery

ORDER FORM ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ ☐☐ / ☐☐

PLEASE WRITE IN CAPITAL LETTERS

ACCESS/VISA CARD NO.

EXPIRY DATE

Please supply me with the following titles
for computer______________________

ITEM	PRICE
POSTAGE	
TOTAL	

SIGNATURE
DATE
NAME
ADDRESS
POSTCODE
TEL:

AMIGA POWER FEBRUARY ISSUE 1995

FOOTBALL TACTICIAN 2

NEW enhanced version. Latest stats. Latest kits. Even more accurate!

Firmly established as the definitive interactive football strategy game, *FOOTBALL TACTICIAN 2* is now available in four superb versions: **FT2 ENGLAND** the original and the first ever management game where tactics and real-time match intervention are the main requirements for a successful campaign. **FT2 SCOTLAND** the first ever simulation covering the soccer scene north of the border featuring the Premier and First divisions. **FT2 ITALIA** with the fabulous serie A and serie B for the thrills, the passion and the glory of the world's most exciting league! **FT2 GERMANY** with both Bundesligas. All the proper teams, coaches and players.

Four great games with the latest 94/95 stats. One soon realises that FT2 is no ordinary soccer manager. THIS is the REAL THING. You're in charge. Events on the field are the direct result of your inputs. Even when trailing badly, a match can still be retrieved and won if you make shrewd tactical interventions. There are risks involved, uncertainty and even luck. But in the end, it's all down to you! Can you rise to the challenge?
Try *FOOTBALL TACTICIAN 2* for a totally different football experience!

What are the new features?

* FA Premiership and Division One permanently in memory with full interaction, promotions, play-offs, cup competitions including the very latest European Champions League.
* Man of the Match. PFA Player of the Year. PFA Young Player of the Year. Footballer of the Year. Manager of the Year. Transfer deadline. Pitch invasions. Fights between players.
* Easy selection of penalty takers, free-kick takers, long throwers, wingers, captains, ball winners, playmakers, overlapping full backs, reserves, substitutes, player managers...
* Unique database-type search facility to locate any player in the league.
* Full-scale printing facilities. With 46 simultaneous users, highly suitable for Play-by-Mail.
* Intelligent behaviour of computer sides capable of changing tactics to respond to situation on the field or making substitutions based on fitness and fatigue. Plus mid-week transfer and fitness news. Matchday programmes.
* Thirteen different charts: top scorers, super-subs, penalty kings, hat-trick heroes, most bookings, most consistent player, most caps, most man-of-the-match, etc, etc...
* Friendlies, precise transfer markets, club history, financial position and much much more!
* Built-in Editor: ideal for keeping your squads up-to-date. Enter managerial changes as they happen (and we all know how often that can be).
* First-ever referee involvement: true to life behaviour. Beware of adopting 'rough tactics' when Jim Parker is in charge! The message is clear: know your refs.
* Professional recording: 36 matches always available for ful-scale replay at ANY time!
* 16 different tactics from rough play to offside-trap, all adjustable throughout the match. You manage your side before AND during the match. No guessing. No falling asleep.
* Three levels of match reporting from highlights only to ball-by-ball commentary.

FREE DEMO DISKS!

No amount of press coverage or advertising can adequately convey the quality of a computer simulation. We are therefore proud to supply FREE of CHARGE our DEMO SET, comprising FT2 England 94/95 on two disks, complete with full instructions. Just tick the box below and prepare yourself for a REAL football treat.

Now in the shops, for Amigas and PC.
The Number One management game, with overall sales in excess of 15000 copies, is now available in all the best computer stores, under the name of ***TACTICAL MANAGER***. Released by Black Legend, TACTICAL MANAGER has been acclaimed as the ultimate football strategy game: CU Amiga gave it 93% for playability and 96% for lastability. The One called it *'the most accurate sim yet'* and The Sunday Mirror hailed it as the *'definitive management game, something special, that stands out from the rest'!*

Please rush 1 copy of

FOOTBALL TACTICIAN 2	**£22.95**	☐
FT2 Scotland	**£22.95**	☐
FT2 Italia *(serie A and serie B)*	**£22.95**	☐
FT2 Germany *(Bundesliga 1+2)*	**£22.95**	☐
FT2 Double Pack (tick any two)	**£29.95**	☐
FT2 DEMO SET		☐

(Please enclose 4 first-class stamps to cover P&P)

Name
Address

How to order:
By credit card or Postal Order:
same day despatch guaranteed.
By cheque: allow for bank clearance.

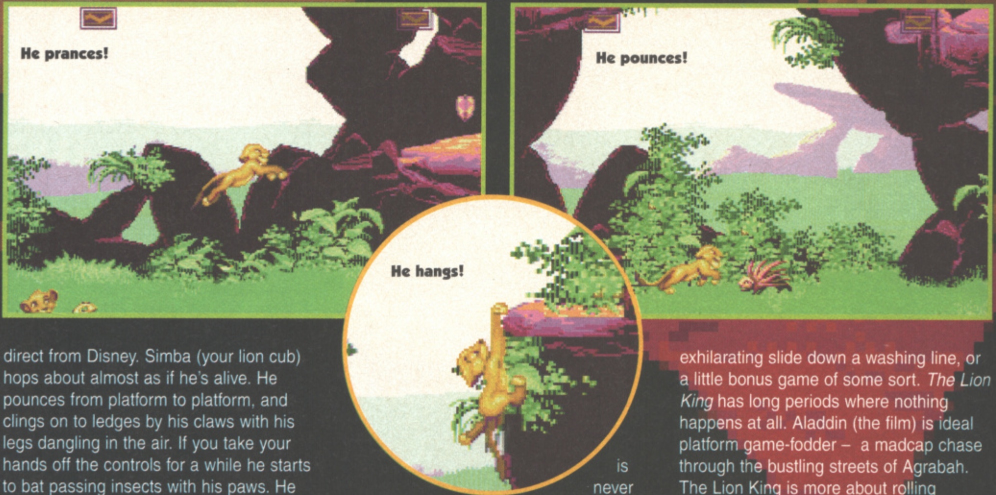
Overseas: add £1 P&P
Credit card number : ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ exp.____

TALKING BIRDS 0702 523607
5 Minster Close Rayleigh Essex SS6 8SF

PC programmers wanted (C, Visual C++, Assembly language)

THE LIO

Runs on: A1200
Publisher: Virgin
Authors: Dave Simmons (programming), Doug Townsley (graphics), Alastair Brimble (music)
Price: £30
Release: Out now



He prances!

He pounces!

He hangs!

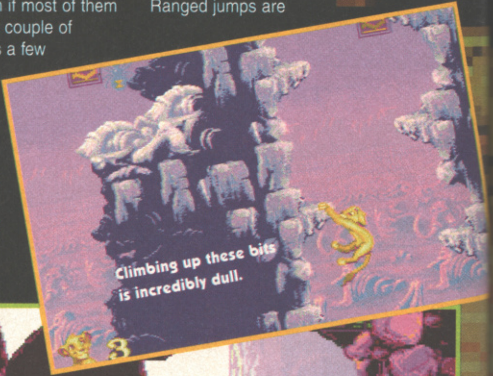
The games that score high marks in AMIGA POWER tend to be the ones which either cause huge crowds of us to gather around the office Amiga for days and days, shouting uproariously and not doing any work (recent examples of which are *Guardian*, *Shadow Fighter* and *Roadkill*), and those which inspire fanatical devotion on the part of one or two lone employees, who sit transfixed in the corner, muttering a lot and not doing any work (*Sensible World of Soccer*, *Pinball Illusions*, *Theme Park* and *Zeewolf*). Sadly, *The Lion King* falls into neither of these categories. It's a very dull game – not a patch on the splendid *Aladdin* (AP44 86%), which it superficially resembles.

Like *Aladdin*, *The Lion King* (the game) is a platformer. Like *Aladdin*, it opens with a tune from the film that includes some pleasant singing. And like *Aladdin*, the character you control is brilliantly animated using special drawings direct from Disney. Simba (your lion cub) hops about almost as if he's alive. He pounces from platform to platform, and clings on to ledges by his claws with his legs dangling in the air. If you take your hands off the controls for a while he starts to bat passing insects with his paws. He goes "Eeeek!" if you press up, with the aim of terrifying baddies into submission. And he even suddenly grows up into an adult lion halfway through the game, and can then whack baddies with his paw while going "RROOOOAAAR!". In fact, animation-wise, Simba is even better than Aladdin. All the graphics are pretty good, actually, not just Simba. There are some nicely-animated vultures, and the scenery is never dull, with plenty of parallax scrolling. The music isn't too bad. You can even choose between using the fire button to jump or roar.

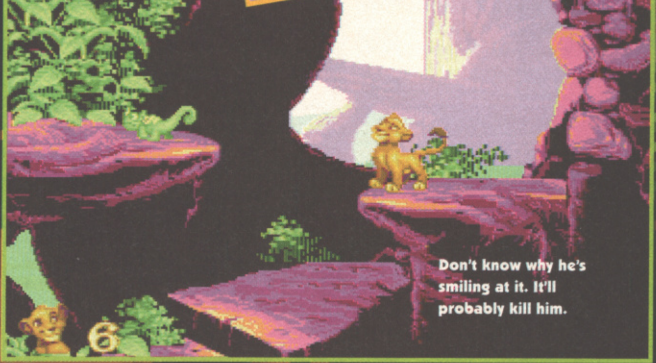
MANE

But there the *Aladdin* similarities end. *Aladdin* is packed with references to the film, bursting with comical characters and humorous moments (even if most of them are crammed into the first couple of levels). *The Lion King* has a few hyenas, but they just wander about the platforms looking bored, and, apart from having Simba in, it could be any old game. There's always something going on in *Aladdin*, whether it's a comedy knife-thrower trying to kill you, an exhilarating slide down a washing line, or a little bonus game of some sort. *The Lion King* has long periods where nothing happens at all. Aladdin (the film) is ideal platform game-fodder – a madcap chase through the bustling streets of Agrabah. The Lion King is more about rolling savannahs and herds of zebras milling about, and just doesn't feel right as a platform game, even with the novelty of a four-legged hero. *Aladdin* was blessed with the magical touch of Dave Perry, the near-legendary designer of *Cool Spot*, but *The Lion King* isn't.

The slick animation masks a character who's terrible to control. Ranged jumps are

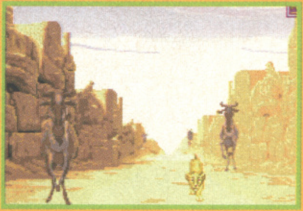


Climbing up these bits is incredibly dull.

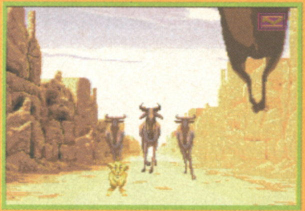


Don't know why he's smiling at it. It'll probably kill him.

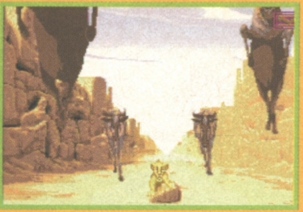
LEFT! RIGHT! LEFT! LOOK OUT! OH NO!



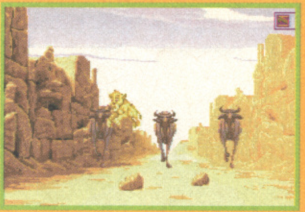
It's the 3D wildebeest stampede level. They run towards Simba, attempting to crush him beneath their hooves.



He must dart from side to side, seeming, to the observer, to sense them behind him without even looking or anything.

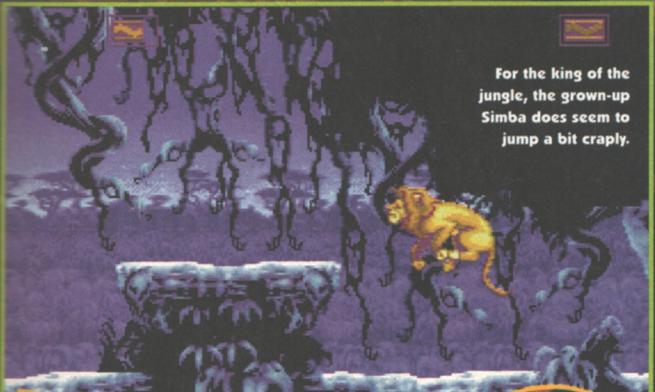


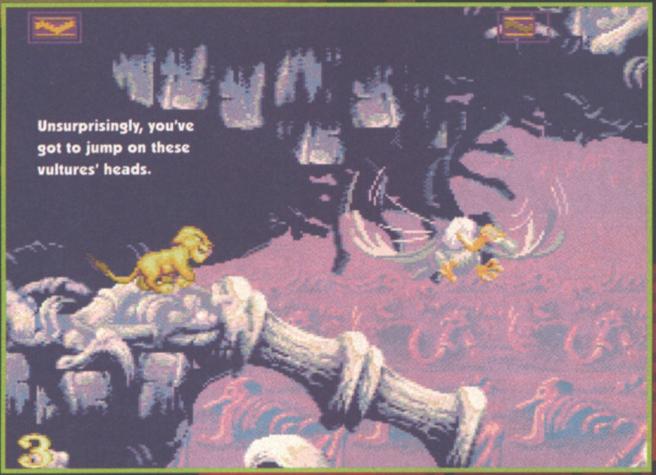
Why he doesn't merely run to the side of the gully and hide in a crevice is beyond even our mighty cognitive powers.

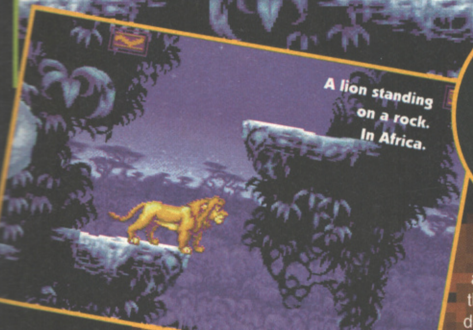


Simba leaps into the air to avoid a rock. It does seem to go on a bit long, this section, that's the only thing.

ON KING


For the king of the jungle, the grown-up Simba does seem to jump a bit craply.


Unsurprisingly, you've got to jump on these vultures' heads.


A lion standing on a rock. In Africa.

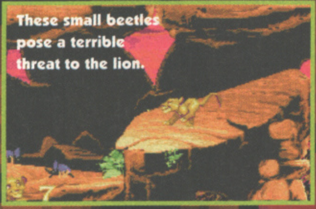
> **"Periods where nothing happens"**

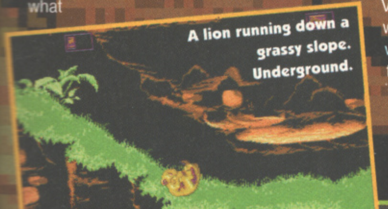
handled by having Simba leap forwards for as long as you hold the joystick to the left or right, and then dropping straight downwards as soon as you release it – the same crap and unnatural system as used in *Benefactor.* The sound effects sound like sound effects (if you see what I mean) rather than anything connected with the action. The collision detection is shaky – I still keep getting killed on the theoretically straightforward Level 1, and I'm sure it's not my fault. And if you're hoping for a faithful conversion of the console versions, you won't be disappointed... until you try to find the rhinoceros and waterfall levels, which have been missed out because Virgin "ran out of time". However, the 3D wildebeest stampede level is a real winner. Having Simba running out of the screen with wildebeest charging towards him from behind is a great idea. I was actually getting quite excited (albeit imperceptibly) as three wildebeest bore down on him while he was trying to dodge a dangerous rock.

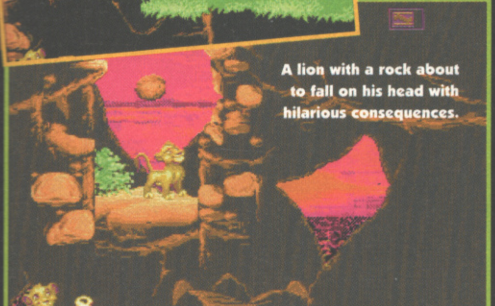
But that's it, really. Slick manufacturing and good looks aside, *The Lion King*'s heart just isn't in it. It seems to have been designed from the Simba animations upwards, with the inspiration rapidly evaporating as the time came to make it fun to play. Apart from the 3D level, I didn't enjoy any of it.

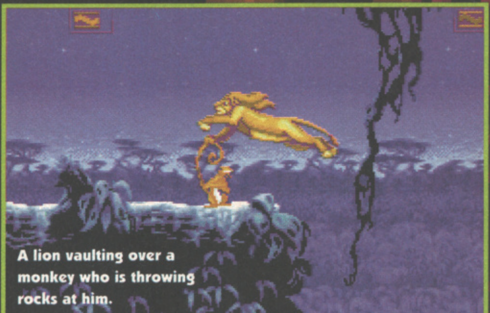
On Level 4 *The Lion King* starts randomly dropping rocks on your head. Is that the action of a game which wants to be played?

● *JONATHAN DAVIES*


These small beetles pose a terrible threat to the lion.


A lion running down a grassy slope. Underground.


A lion with a rock about to fall on his head with hilarious consequences.


A lion vaulting over a monkey who is throwing rocks at him.

▲ **UPPERS** High-quality graphics, especially the animation of Simba himself. A nice tune at the beginning. The 3D level is good. The first four-legged game character. Ever. (Apart from the camel in *Revenge of the Mutant Camels,* of course. And the cat in *Paws.* For example.)

▼ **DOWNERS** Not in the least bit engaging to play. Lots of wandering around empty platforms. An invisible cut-off point at the bottom of each level which you mustn't fall past. Deceptive scenery that blocks your path for no obvious reason. Embarrassing sound effects. Only a nod in the direction of the film's atmosphere and humour.

THE BOTTOM LINE

The Lion King comes hot on the heels of *Aladdin,* from the same publisher, and has no excuse for not being just as great (except, perhaps, being based on a tedious, formulaic film). At first glance it looks to be on a par with its great predecessor. But in fact *The Lion King*'s no fun at all, and utterly failed to captivate any of us. Even a bit.

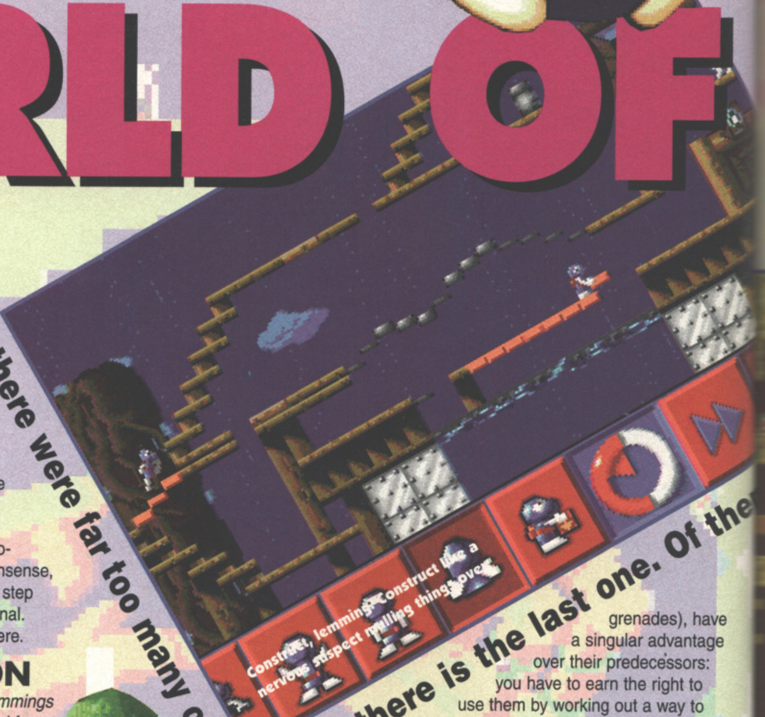
59 PERCENT

THE BOTTOM LINE

A500 *The Lion King* shall not be appearing on the A500. Calamity.

ALL-NEW WORLD OF

First there was an introduction. Then there were far too many of it. And now there is the last one. Of the



Construct, lemmings. Construct like a nervous suspect mulling things over.

Runs on: A500, A600, A1200
Publisher: Psygnosis
Authors: DMA Design
Price: £30
Release: Out now

There's something odd going on here. "Excuse us," said the world as a body after the dust settled on *Lemmings,* one of the most popular games ever in the history of all things, "but this really isn't that good at all, is it? As soon as you start a screen, you pause the game, examine the level and work out how to solve it. The trouble is, you then have to implement your solution using the gleefully antagonistic controls and rather overly pixel-pedantic lem placement."

"Righto," said the programmers. "Here's *Lemmings 2,* with 12 'tribes' of lemming so you have to get stuck 12 times before you're *really* stuck, different powers for each 'tribe' to shake up the variety, a vastly reduced number of puzzles demanding exact lem positioning, larger levels that scroll in eight directions and a definite goal to aim for in end-of-game medallions depending on the number of lems saved."

And now, inevitably, we have *Lemmings 3.* (None of this trying-to-pretend-it's-something-different nonsense, thank you.) And, inexplicably, it's a step backward to the cumbersome original. There's something odd going on here.

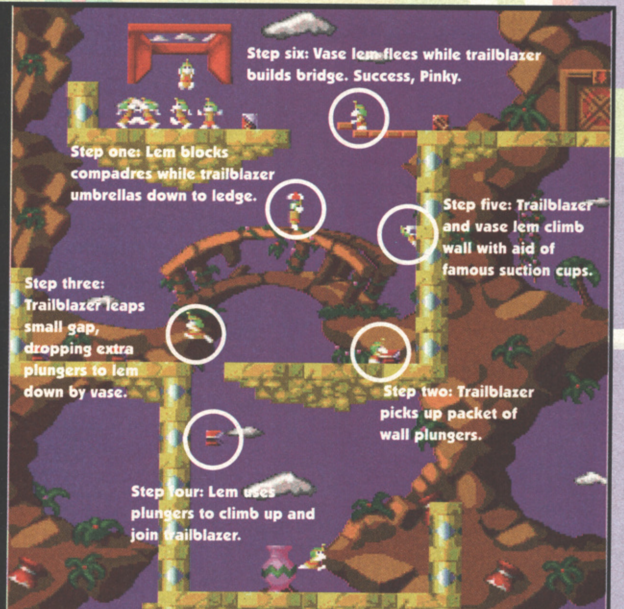
LEMMY CAUTION

Using the peculiar excuse that "*Lemmings 2* was just a little bit too complicated for some people" DMA have greatly simplified the third game. Gone are the 12 'tribes'. You now have three – the Egyptian, Shadow and Norwegian lems – which most obviously means you've only to get stuck three times for the game to grind to a halt. Gone also are the characterful individual 'tribe' powers. In their place is a common pool of usable objects. The lems have, however, gained the ability to leap a short distance forwards, and a 'revert to normal' icon means you can save blockers instead of having to blow them up. There's also an option to turn red an object-carrying lem with the intention of making him easier to pick out of the inevitable waddling mass, but this doesn't work as you still have to click precisely on him to turn him into a digger (or whatever). And the replay feature whereby you can mark your place in a level and then start from that point when you fail BUT WHICH ISN'T COUNTED AS COMPLETING THE SCREEN shall be dismissed with the haughty contempt it deserves.

Objects and monsters are the genuinely 'all-new' elements of *Lemmings 3.* The objects, while being nothing beyond collectable lem 'powers' from the previous games (instead of diggers, swimmers, builders and sacrificial bombers you get spades, lifebelts, hods of bricks and grenades), have a singular advantage over their predecessors: you have to earn the right to use them by working out a way to collect the blessed things in the first place. It's a terrific idea, and the simple refinement of having a lem only able to carry one type of object at a time rockets the antic factor skyward. Not only do you have to master swapping objects at the correct moment, but you are also required to coordinate backup lems to carry on with the discarded prizes, and transport apparently useless items to a point where they can be dropped to a waiting conspirator below. Prestidigitation indeed.

The monsters aren't as successful. Whoever thought that the tricky trickster terrors of *Lemmings* weren't enough and what the format really needed was a bit of fast-paced, military-

A LEVEL: HOW TO DO IT



Step one: Lem blocks compadres while trailblazer umbrellas down to ledge.

Step two: Trailblazer picks up packet of wall plungers.

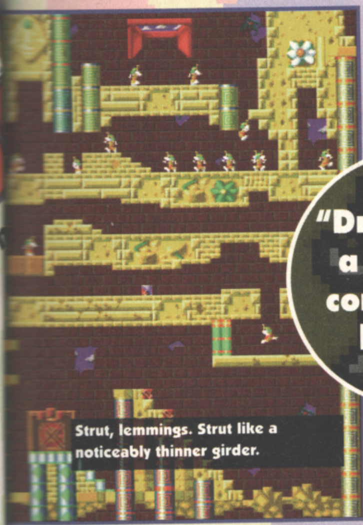
Step three: Trailblazer leaps small gap, dropping extra plungers to lem down by vase.

Step four: Lem uses plungers to climb up and join trailblazer.

Step five: Trailblazer and vase lem climb wall with aid of famous suction cups.

Step six: Vase lem flees while trailblazer builds bridge. Success, Pinky.

LEMMINGS



Strut, lemmings. Strut like a noticeably thinner girder.

"Dropped to a waiting conspirator below"

timing shootout action needs badly to be killed. *(And their family. No, hang on. – Ed)* Worst of the monsters are the moles. They're a damned nuisance. Ostensibly on your side (you're meant to block their path with bricks so they get angry and burrow into the earth, ricochetting off walls to form helpfully criss-crossed tunnels) it takes so much exhaustively-planned effort to get them to go where you want (as opposed to rampaging off in an entirely useless direction and getting themselves trapped so you have to restart the level) that you just wish them all dead. *(And their – oh, never mind. – Ed)*

LEMMY GOGO

The substantially bigger graphics of *Lemmings 3* are troublesome. Clearly you have less time in which to react before the lems blunder off a ledge, but the lems also tend to overlap exactly so you don't know if there's one hidden behind the lem you're concentrating on. Far more serious is the finicky cursor. It must be centred on a lem to work, which means it's impossible to select a lem trapped in a small space, say, between two blockers, because he's constantly changing direction. Instead you have to 'revert' one of the blockers, let the trapped lem walk out, click on the ex-blocker to make him change direction so he lags behind the lem you're targeting, re-blocker him when he's in the clear and then turn your attention to the escaping lem. And it's no use thinking you can now let that lem drop down to the appropriate point and blocker him into position so you're sure he's building (or whatever) in exactly the right spot, because you can't. *Lemmings 3* won't let you change a blocker into anything but a 'reverted' walker. The idea is that you 'revert' him and then manoeuvre him into position by changing his direction a couple of times.

But when you're zipping around the level trying to keep track of 20 lemmings at once (which, after all, is one of the points of the game) you're bound to forget in which direction any one lem was walking to start with. So you nip back to one near the end of a ledge, 'revert' him, slash the cursor down to the icon strip to select 'use' so he can plunger his way across the ceiling of that mighty pit, tear back to the ledge to discover he was actually walking the other way, try to change his direction, realise you're still in 'use' mode and watch helplessly as he falls off the other end, taking the irreplaceable plungers with him.

Aarghh.

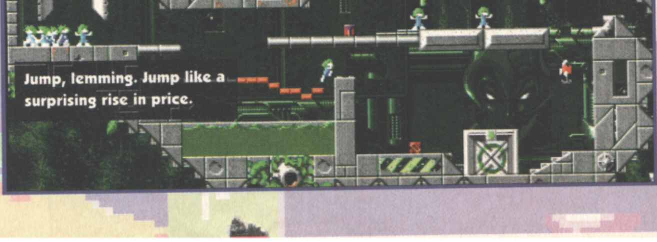
Or is it? After all, we are told this is the kind of thing on which *Lemmings* players thrive; that the fun isn't over once you've worked out the puzzle and that, in fact, unpausing and agonisingly working through the solution in competition with the mouse control, little lemmings and cacklingly bloody-minded traps is *by far* the best part of the game. And it must be true. Otherwise why would the programmers have simply forsaken the skill-skewed wiles of *Lemmings 2* for a return to the outrageous contrivances of the original? Remember, you asked for it. Apparently.

LEMMY OUTERHERE

In conclusion, then: leave well alone. If you've never played *Lemmings* before, buy *Lemmings 2*. It's friendlier, funnier and enormously more entertaining than this throwback to the mouse-battering infuriation of the original. You don't want to have to deal with building life-saving towers for diving lems without a clue as to how high they should be to pass the border of death while leaving enough bricks to reach that important ledge and have two left over to crush the laser-triggering pressure plate and fill in the hilariously imperceptibly collapsing walkway. You don't want to send a digger lem back and forth until he's in position to leap that uncovered gap because you can't switch directly from a 'use' lem to a 'jump' one. And you certainly don't want to pin your hopes on a single tooled-up lem only to slip up and blocker him, not safely along the ledge as you'd planned, but accidentally on its cusp where you can't possibly turn him around in time once 'reverted' which means RESTARTING THE LEVEL AGAIN.

And if you have played *Lemmings* before and truly believe in your heart this all sounds tremendous fun and don't mind at all the impenetrable hard drive-installation procedure that insists you use (eugh) the 'CLI' to create directories and things before it deigns to load, or the atrocious save game routine which allows you to wipe out your hard-won positions at the press of a button without so much as a by-your-leave or are-you-sure-you-want-to-do-this, then go right ahead and buy *Lemmings 3*. I wash my hands of you. You and your wretched ilk.

● ***JONATHAN NASH***



Jump, lemming. Jump like a surprising rise in price.

▲ **UPPERS** **The usable objects that you have to find and collect first. The *Lemmings 2* feature whereby you can go back and try again on a completed level to save more lems. The 'lemme fatale' bit because it looks exactly like the "Hello, Nurse!" gag in Animaniacs. The animation in general. The throwing-a-fireball-at-a-monster speech sample. The hard drive-installableness, if you know what you're doing.**

▼ **DOWNERS** **The pedantry. The clumsiness. The revolting save game routine. The unnecessarily large graphics. The way that if there's not enough headroom to jump, the lems don't try, or even break stride, so you're not sure if it's because they can't jump or whether your cursor's just not centred on them, and suddenly they've fallen to their deaths. The (yes!) pixel-perfect lem placement. The unhelpful similarity between the 'jump' and the 'block' icons. The unpleasant music.**

THE BOTTOM LINE

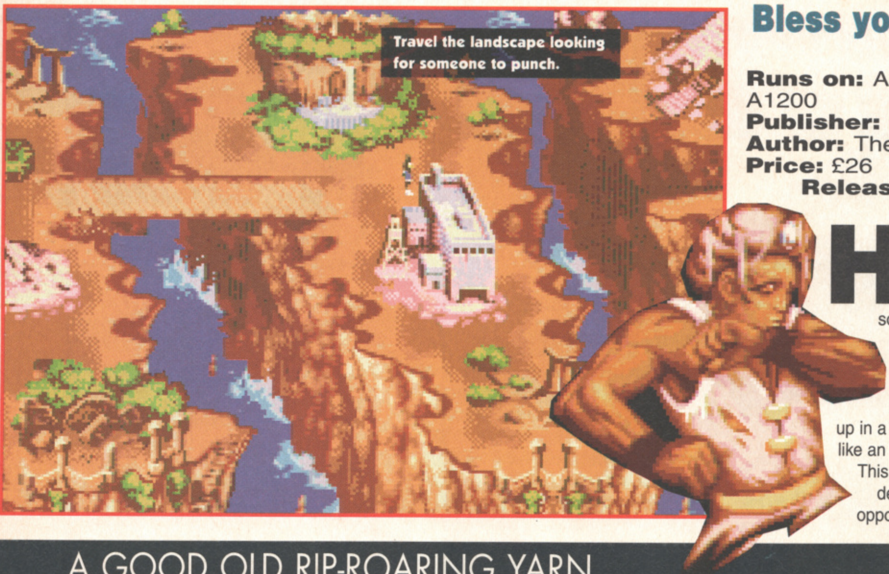
If this is the direction in which the *Lemmings* series is heading, it's hard to see how it's going to survive. Incredibly, practically all the good things about *Lemmings 2* have been thrown away in favour of the fussy, deliberate stupidities of the original. Some clever ideas can't save it. Let's cross our fingers for the forthcoming *Paintball Lemmings*, eh?

50 PERCENT

THE BOTTOM LINE

A500 Out at the same time, we are told, with less levels, slightly smudgier graphics and less crisp sound. Watch the skies, and all that sort of thing.

SHAQ FU


Travel the landscape looking for someone to punch.

Bless you.

Runs on: A500, A600, A1200
Publisher: Ocean
Author: The Dome
Price: £26
Release: Out now

He's a big bloke, our Shaq. (Mr O'Neal to you.) Very strange then that someone who's an inch over seven feet tall and weighs about 300lbs (or 21 stone in old money) ends up in a beat-'em-up looking like an ineffectual midget. This is presumably a device to make his opponents in the game look really tough and imply matches of great challenge, whereas of course in real life Mr O'Neal would simply crowd them into a corner, tower over them menacingly and kick them in the head until they died.

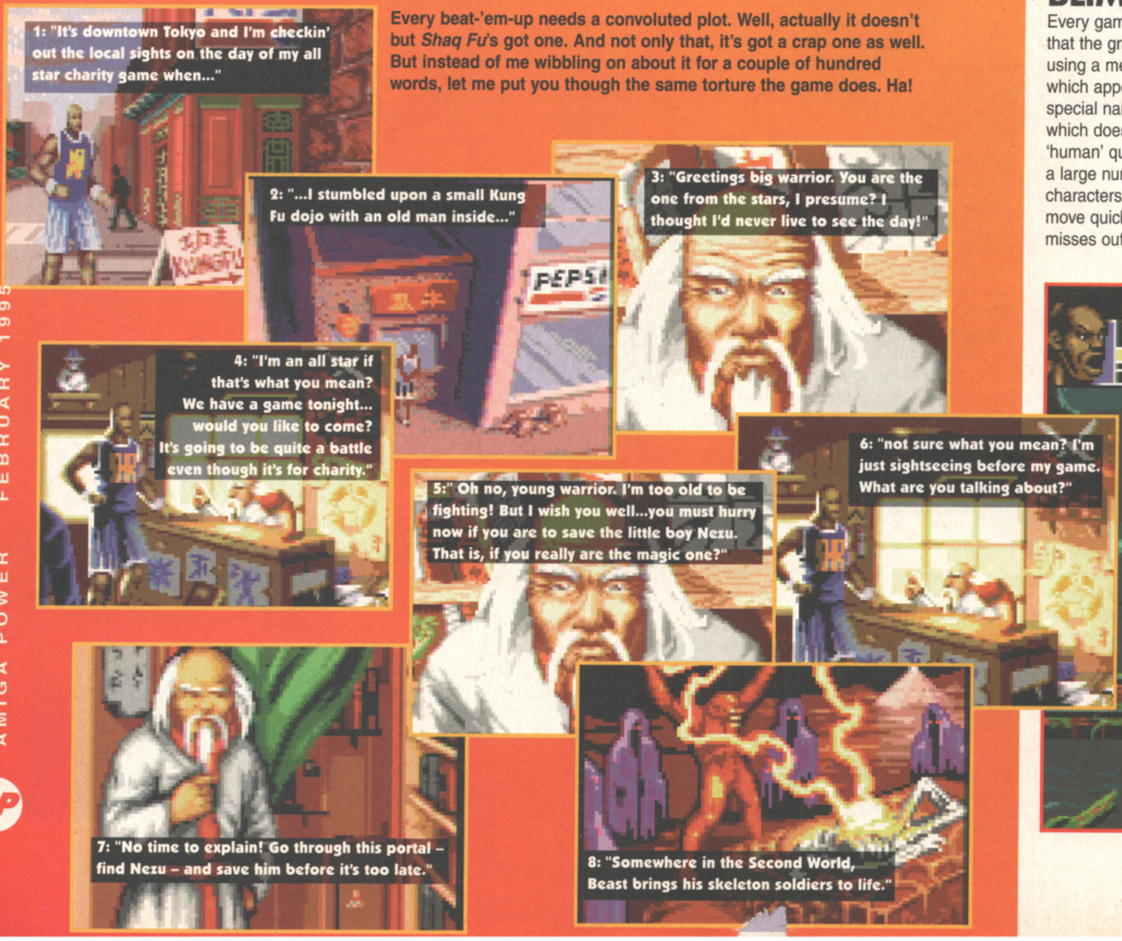
BLIMEY

Every game has a gimmick. *Shaq Fu*'s is that the graphics have been digitised using a method called 'motion capture' which appears to be digitising but with a special name. It's an impressive technique which does indeed lend the animation a 'human' quality. Unfortunately, with such a large number of animation frames the characters need to be small in order to move quickly, and even then the game misses out the odd frame in order to place

179510
P1
PCT !
EX 335
TI 2583
LI 550
BON 660

A GOOD OLD RIP-ROARING YARN

Every beat-'em-up needs a convoluted plot. Well, actually it doesn't but *Shaq Fu*'s got one. And not only that, it's got a crap one as well. But instead of me wibbling on about it for a couple of hundred words, let me put you though the same torture the game does. Ha!



1: "It's downtown Tokyo and I'm checkin' out the local sights on the day of my all star charity game when..."

2: "...I stumbled upon a small Kung Fu dojo with an old man inside..."

3: "Greetings big warrior. You are the one from the stars, I presume? I thought I'd never live to see the day!"

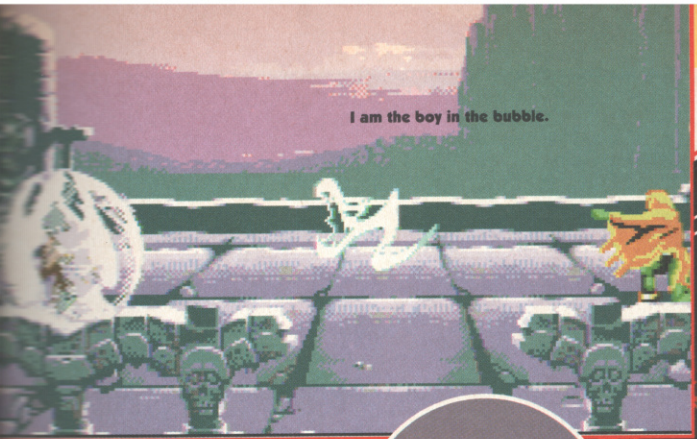
4: "I'm an all star if that's what you mean? We have a game tonight... would you like to come? It's going to be quite a battle even though it's for charity."

5:" Oh no, young warrior. I'm too old to be fighting! But I wish you well...you must hurry now if you are to save the little boy Nezu. That is, if you really are the magic one?"

6: "not sure what you mean? I'm just sightseeing before my game. What are you talking about?"

7: "No time to explain! Go through this portal – find Nezu – and save him before it's too late."

8: "Somewhere in the Second World, Beast brings his skeleton soldiers to life."


I am the boy in the bubble.

Am I allowed to use my Take That dance routine joke here?

Another tense moment. Passes.

"I dislike *Mortal Kombat 2*, for example"

of
in real
em
cingly
died.
's is
re'
th a
nique
n a
uch
the
to
e
place

you in the right area doing the right thing at the right time. It all works though. Just. Sort of.

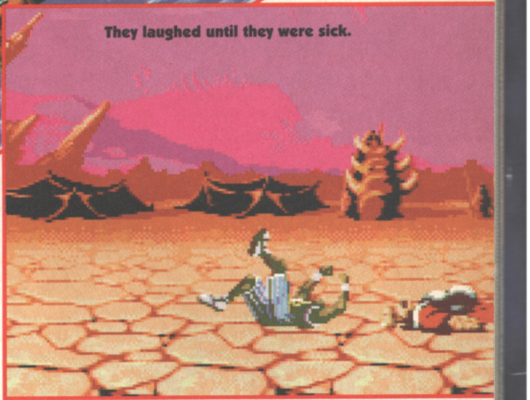
There's a comical plot to *Shaq Fu*. So comical in fact that I have reserved a special place in the review to explain it. Essentially, it's you versus everyone you meet as you travel across a landscape in another dimension looking for the exit, but at least you can choose who you want to fight. There are three sections to the map, with about five or six locations and fighters in each. You can visit the locations in any order you like, and once you've completed them all a magical bridge appears to take you to the next section. A good idea, methinks – it breaks up the monotony of fighting the same character until you beat him, and also gives you a feeling of (slightly) controlling what's going on. If you can't be bothered with all this though, there's the usual two-player mode and a tournament option for three to eight people. And that's the information out of the way.

I SAID NO

In the fine tradition of the mighty beings of AMIGA POWER, I don't really enjoy beat-'em-ups unless they're a bit special. I dislike *Mortal Kombat 2*, for example, because of the tedium of getting the moves working, and enjoy *Virtua Fighter* because of its accessibility. I didn't enjoy *Street Fighter 2*, for instance, because of the tedium of getting the moves working, and liked *Shadow Fighter* because of its accessibility. There's a pattern developing here. *Shaq Fu* has a few good features to it, but the 'feel' and the way it handles combos (the lifeblood of a decent fighting game as far as I'm concerned) are nothing short of shameful.

The basic moves all work as they should do, and thankfully the special moves are straightforward enough to execute, but when you try to throw them all together into a cohesive attacking combination, it all goes horribly wrong. Let's say you want to punch someone and then move back so you can jump in with your special move. Although you can do all these things separately, trying to combine them means everything apart from the initial punch will fail. Even your fastest move (the back flip) can't move you back quickly enough, and the distance you jump is way too long in relation to the characters. By the time you've got to the right place to pull off your special move, your opponent is either on the other side of the screen or has thoroughly beaten you up.

The keys to success in *Shaq Fu* are either to get in a few quick hits and then bide your time for the rest of the match, or to trap your opponent in the corner of the screen and, er, kick him in the head until he dies. So much for the foundation stone of beat-'em-ups: that YOU SHOULDN'T BE ABLE TO BEAT EVERYBODY WITH ONE MOVE. Nngh.


They laughed until they were sick.

'TIS DONE

With *Shaq Fu*, it's the old story of playing on automatic just to see what happens next. (In this case, what absurd thing the next character will say as he lies crumpled on the floor.) I don't wish to keep harping on about a particular game, but you'd be barking mad even to consider buying this when *Shadow Fighter* is on the shelves.

● ***PAUL MELLERICK***

UPPERS Choosing your next opponent in the story mode is a good idea. The accessibility of the moves (special ones included) means it's easy to get started with.

DOWNERS But there's something seriously wrong with the reaction time and judgment of the whole game engine that causes everything to go horribly wrong once you start actually fighting anyone.

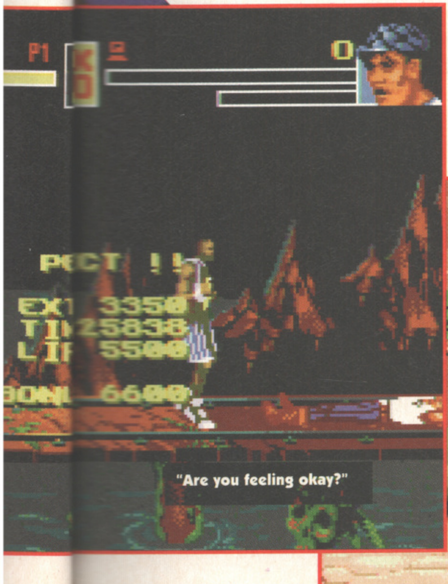
THE BOTTOM LINE

A very flawed game engine and too-small, if impressive, graphics, spoil what might have a been a decent little beat-'em-up.

53 PERCENT

THE BOTTOM LINE

A1200 Is there any difference? Not one jot (except of course it runs a bit faster). C'est la vie.

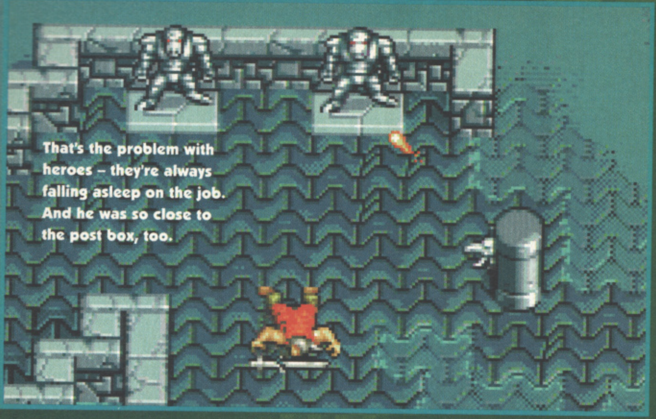


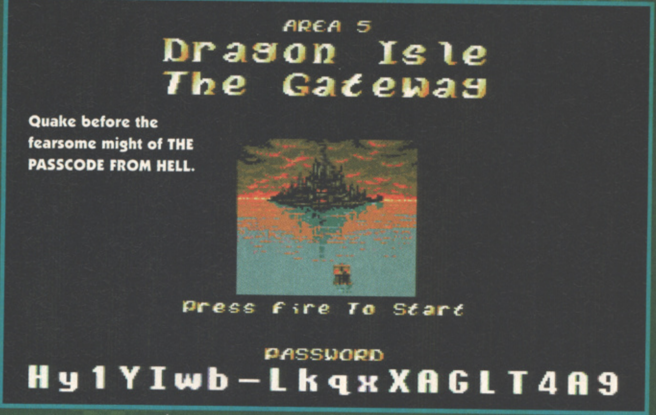
"Are you feeling okay?"

"I've had this terrible stiff neck for days, Doctor."

DRAGONS

A great darkness has once more descended upon the land. Wake us at 8am.


That's the problem with heroes – they're always falling asleep on the job. And he was so close to the post box, too.


AREA 5
Dragon Isle
The Gateway
Press fire To Start
PASSWORD
Hy1YIwb-LkqxXAGLT4A9

Quake before the fearsome might of THE PASSCODE FROM HELL.

Runs on: A500, A600, A1200
Publisher: Core
Authors: Barry Irvine, Mark Jones, Simon Phipps
Price: £30
Release: Out now

Time's a fairly abstract concept in Magazine Land, you know. For instance, even though this is the February issue, it comes out in the middle of January, and I'm actually writing this a few days before Christmas, this game being the last thing I've got to do on this issue before heading home to Wigan. And it being Christmas, I've decided to devote a little peace and goodwill to my treatment of this game. Believe me, it needs it.

Be left in no doubt though, even though I'm going to try and be fair and impartial and all that, I hate this game totally. I'm playing it in the last week before a big holiday, when I should be playing *Gravity Force 2* or our *Skidmarks 2* coverdisk demo and having a good time, but in fact am shouting at the screen, throwing my joypad at the floor and calling it a *("Melon fudding, chicken socket fridge" – Ed)* of a game, while the menopausal lady who periodically sanitizes our telephones looks on in shocked silence. It's a time of peace and goodwill though, so nice things first.

The game does indeed recognise a second disk drive, and is handily arranged on the disk to cut down accessing. The game's split up into different locations, and you only have to change disks when you move from one location to the other, rather than fiddling around mid-level. That's good.

There's no tedious 18 page novella to plough through, or stupid animated opening sequence to explain the tired, worn out old fantasy setting. Instead of all that tosh, there's the slightly cryptic message 'torn from limbo' and then bam, that's it, you're in the game as either a scantily clad butch female warrior or a completely dressed and slightly less butch male equivalent. That's good too.

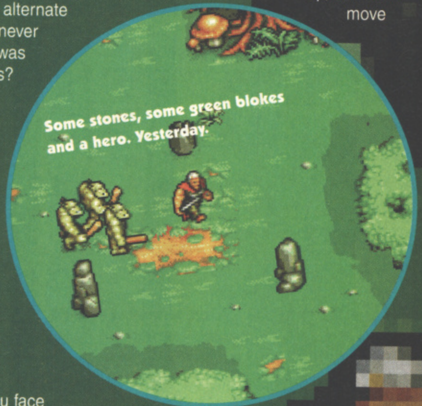
CAMEMBERT

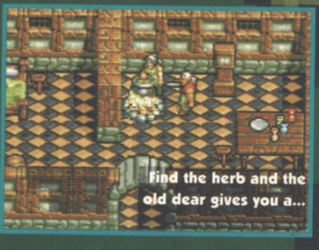
The game looks a lot like *The Chaos Engine*, with the same forced-perspective almost-but-not-quite-looking-directly-down view that means you can walk behind objects and be obscured only slightly. It works well, and combined with objects casting shadows, gives a real depth to the playing area. What with this and the graphics changing every so often as you progress through forests, villages, mountains and various temples, there's plenty of varied and nice graphics to look at. This is also good.

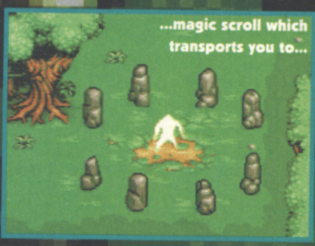
Even with all the peace and goodwill on Earth, that's pretty much it for nice things to say about *Dragonstone*, so we'll move neatly on to bland, middle-of-the-road aspects of the game. Such as the setting, for instance. Now, regular readers of AMIGA POWER, and Kangaroo Court in particular, will know that we're no great fans of settings that include elves, pixies and goblins, and *Dragonstone*'s got more taverns, beards, rogues, Raxinfraxins and Saxinraxins than most. How hard can it be to set an adventure game in an alternate past where the Roman Empire never fell, or where the petrol engine was developed during the Dark Ages? Not hard at all, so why this repetition of a world invented by JRR Tolkien to entertain his trench-bound son during WW1? If you like this kind of thoughtless mush, then take heart that since this is the season of peace and goodwill, I've not penalised the game for being set in a whole world of clichés. But be aware that you're a very unpromising individual.

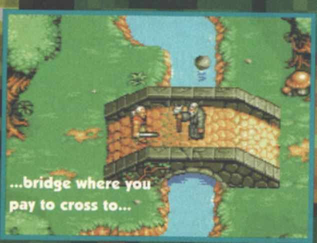
Bad things next:

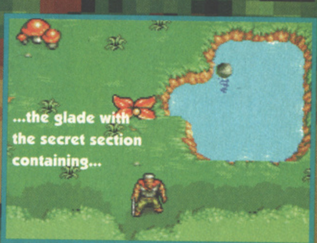
- The combat system sucks. You face your enemy and have to swipe the sword at exactly the right moment so the baddie walks into your swipe. A few hits like this and they're toast. However, mistime the swipe, and the baddie closes on you, jostles you and injures you. To stop being hit, you need to run away to get some space and repeat the process, but if you're backed up against a wall, hedge or another baddie, you'll keep on getting jostled, hit and damaged. Sure, there's a psychic missile attack, but you have to stand still for five seconds while it charges up, and can't move

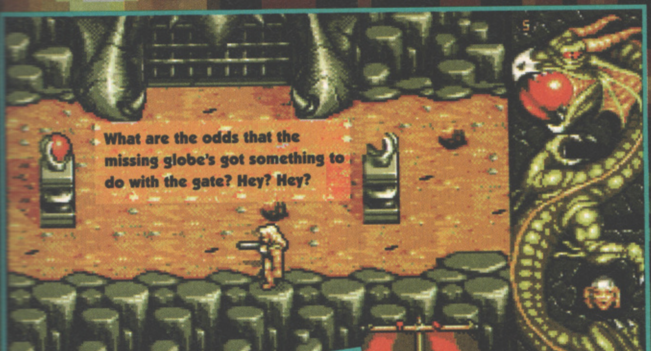

Some stones, some green blokes and a hero. Yesterday.

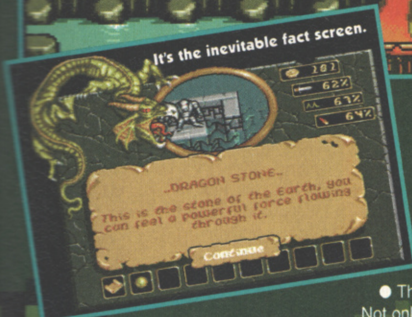

Find the herb and the old dear gives you a...


...magic scroll which transports you to...


...bridge where you pay to cross to...


...the glade with the secret section containing...


What are the odds that the missing globe's got something to do with the gate? Hey? Hey?


It's the inevitable fact screen.

202
62%
63%
64%
..DRAGON STONE..
This is the stone of the Earth, you can feel a powerful force flowing through it.
Continue

until you've released it. Pathetic.

- Further compounding the agony of combat, baddies constantly regenerated in all the levels I played, meaning that after wading through a pack of bad boys and taking the arbitrary damage that this involved, I had to do the same again on the way back. Terrible.
- After searching all the visible areas fruitlessly for hours, I discovered a secret room accidentally, and was horrified to learn that they're an integral part of the game. Aaarghh! I've already witnessed the tedium-filled horror of having to search something like 60 floor tiles in *Valhalla And The Lord Of Infinity* to find out which one the scroll's under, and now I've had to push my character along all of the edges of the maze until he walked through the hidden doorways. This isn't entertaining, or clever, or taxing. It's a heap of clapped-out, rusty old offal.
- Talks with wizards. Exchanging herbs for scrolls and blokes gasping out half messages with their dying breaths. Yawn.
- Bugs. I've been playing a boxed copy and it'll consistently crash out when I try and examine a certain object in a certain location. Also, I can find my way into (but not out of) a secret room beneath the foliage that I can't get out of and that kills me slowly while I'm in it. That can't be right.
- There's a password system from hell. Not only is each password 20 characters long, not only are there numbers, capital letters AND lower case (causing immense frustration when it comes to the difference between 0, O and o) characters, but to add to all the frustration, YOU CAN'T USE THE KEYBOARD! Incredibly, you've got to twiddle the cursor round the screen rather than simply just typing it in. Unbelievable.
- You encounter a broken bridge with a two foot gap in it, but you can't jump over. A mushroom blocks your path and you can't go round. Tiny streams and clumps of grass block your path, even though a real person could clearly step over or go round, and buildings are much bigger inside than out. What's the point of having a realistic-looking setting if you're confined to the route chosen by the programmer and enforced by on-screen obstacles that a two year old could navigate?

WINE STAIN

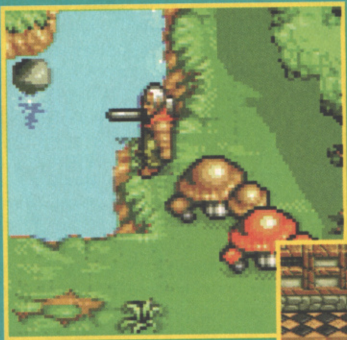
Oh sure, there's loads of it, but so what? I've only played through the first three levels and half-heartedly used level codes to get pictures of some of the others, as nothing in the first third of the game encouraged me to play on or explore further as it's entirely devoid of atmosphere, interest or appeal.

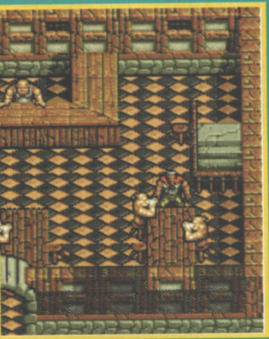
So do I want a dull sub-*Zelda*-esque arcade RPG with niggly problems, a dot-to-dot plot and terrible combat system? No thanks.

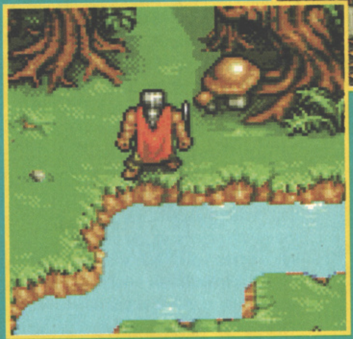
● *CAM WINSTANLEY*

OOOOH – THAT'S ANNOYING

If there's one thing guaranteed to really annoy you while you're playing an adventure game, it's being told that you can't do something even though you clearly should be able to do it. You want examples? *Dragonstone* has plenty.


I CANNOT PASS.
A few small mushrooms block your path, and you can't hop over them or simply step through that gap to the left of them. Humph.


I CANNOT COMMUNICATE.
The barman's chatty, but if you try to talk to the drinkers, you're told 'There is nothing here.' But there is. Bah.


I CANNOT ENTER.
For a game that depends on secret rooms whose entrances are completely hidden, there's an awful lot of bits that look like paths, but are in fact completely impassable.

Also, how come a stream no more than two feet across blocks the path pf our hero?

UPPERS Looks a bit like *The Chaos Engine*, good disk management and simple puzzles – perfect for a little brother or cousin perhaps?

DOWNERS Read the last half of the review.

THE BOTTOM LINE

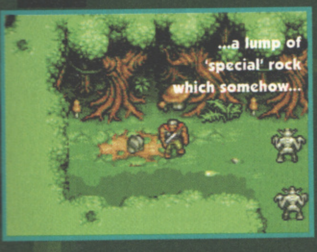
Failing both as an arcade romp due to the crap combat, and as an adventure game due to the annoying hidden bits and over-simple puzzles, *Dragonstone*'s got little or nothing going for it. Even some kind of interesting or unusual setting wouldn't have saved this one from being incredibly tedious and mundane. It's a true take-it-or-leave-it game. Hence a score of...

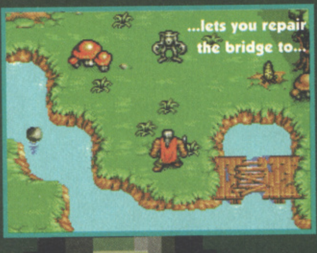
49 PERCENT

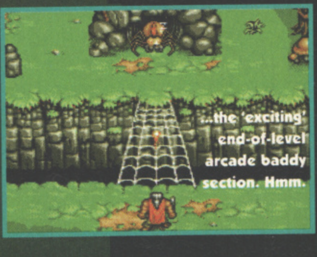
THE BOTTOM LIN

A1200 The same. ZZZZZZzzz.

STONE


...a lump of 'special' rock which somehow...


...lets you repair the bridge to...


...the 'exciting' end-of-level arcade baddy section. Hmm.

DREAM WEB

Like this insubstantial pageant faded, leave not a rack behind. We are such stuff as dreams are made on, and our little life is rounded with a sleep. It says here.

LOCAT
OFFIC

Runs on: A500, A600, A1200
Publisher: Empire
Authors: Creative Reality (code by Neil Dodwell, graphics by David Dew)
Price: £35
Release: Out now

This is what I was thinking while playing *Dream web.*

"Of course. They're the chaps who did *The Fury, Nemesis the Warlock* and everyone's favourite illiterate adventure *Sláine*." (That's me suddenly remembering who Creative Reality are.)

"Oh dear." (That's me realising the inexplicable pauses when the game locks up but the cursor is still movable before everything unpredictably snaps back to life are going to continue to happen about every 15 seconds throughout every session I play. Perhaps it is 'decrunching data', or something. It can't be loading from disk I know, because then it helpfully turns your cursor into a disk.)

"Oh dear." (That's me realising this is one of those point-and-click adventures that, far from having the courtesy to tell me which objects in the picture are of value when I point to them, is in fact going to regale me with an excitingly lengthy text description of every single object, supporting character and piece of scenery in the game universe and then put a 'use' option in the top-right of the screen. It's only when I click on this option that the game admits if the object (or whatever) is of any use or whether it has been put there solely to 'enhance the atmosphere'. And not, for example, for the purpose of intensely annoying me because I'm now forced laboriously to check everything (and that is, of course, *everything*) so as to be sure not to miss that vital object or giveaway clue.)

"Oh dear." (That's me realising that this is one of those point-and-click adventures that demands pixel-perfect cursor control. Curiously, the programmers have clearly realised the folly of this because there's an invaluable option to have a window display a blocky close-up of my immediate surroundings. They have, however, declined the opportunity of realisation to, say, repair the damage by redrawing the graphics or throwing away at least some of the near totally pointless clutter in every screen.)

"Oh dear." (That's me discovering that after trying to use my in-game computer by clicking on the keyboard and reading the excitingly lengthy description only to discover it's useless, clicking on the mouse and reading the excitingly lengthy description only to discover it's useless, accidentally clicking on the mouse mat while trying to click on a disk but reading the excitingly lengthy description anyway only to discover it's useless, and clicking on the monitor and reading the excitingly lengthy description only to discover it's my virtual girlfriend's in-game computer and I shouldn't be messing with her stuff, that I'm supposed to use my in-game computer when I find it by clicking on its monitor screen.)

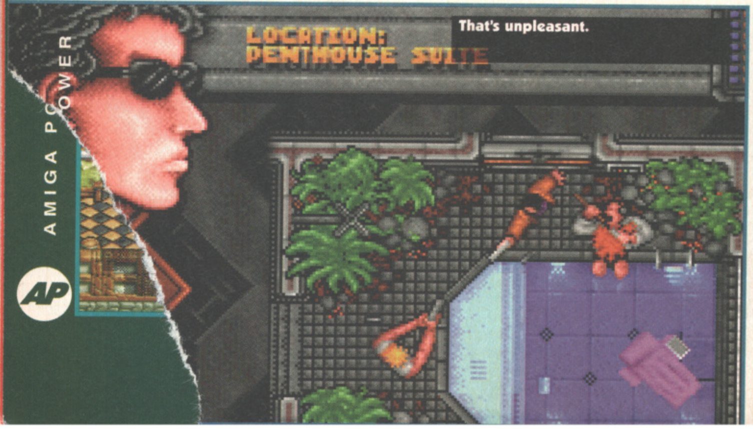
"Oh dear." (That's me realising that whenever I click on something, the game arbitrarily decides I'm standing too far away to see it properly and so I have to confirm I want to go over to it (which may involve my character walking round in an unnecessary circle) before I get the option to examine it.)

"Oh dear." (That's me realising I've not yet left the first location.)

COBWEB

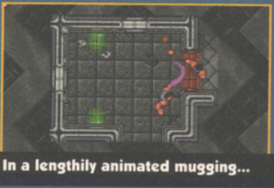
"Oh dear." (That's me later that morning, having gone to my character's flat. Upon leaving my virtual girlfriend's house, my character mused, "I can't help feeling I've forgotten something." This turned out to be the mystical key hidden in her microwave cooker. At my character's flat, I'd used his in-game computer to discover he'd been fired from his job at a bar. I'd instantly travelled to the bar ready for a jolly good argument, only to find this is one of those point-and-click adventures where, instead of getting multiple-choice questions and answers, I merely click on someone and the game conducts the whole of an embarrassingly banal, badly-written conversation on my behalf.)

"Oh dear." (That's me realising I'm

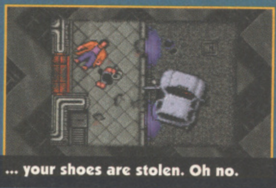


That's unpleasant.

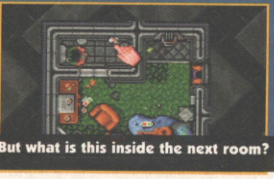
PHEW. THAT WAS CLOSE.



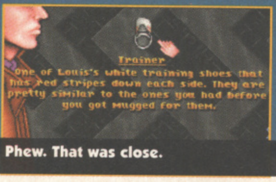
In a lengthily animated mugging...



... your shoes are stolen. Oh no.



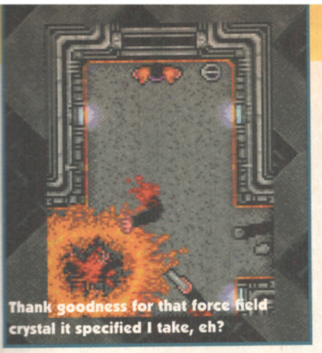
But what is this inside the next room?



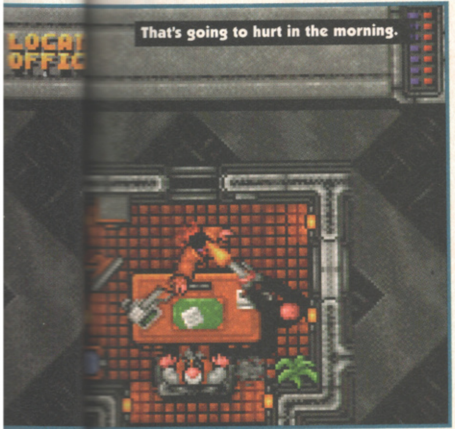
Trainer

One of Louis's white training shoes that has red stripes down each side. They are pretty similar to the ones you had before you got mugged for them.

Phew. That was close.

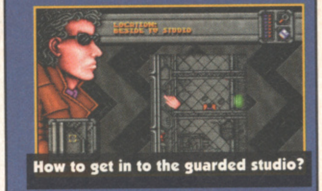


Thank goodness for that force field crystal it specified I take, eh?

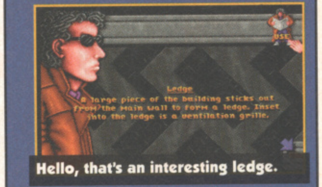


That's going to hurt in the morning.

OF COURSE.



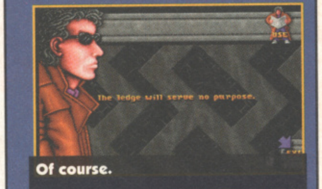
How to get in to the guarded studio?



Ledge

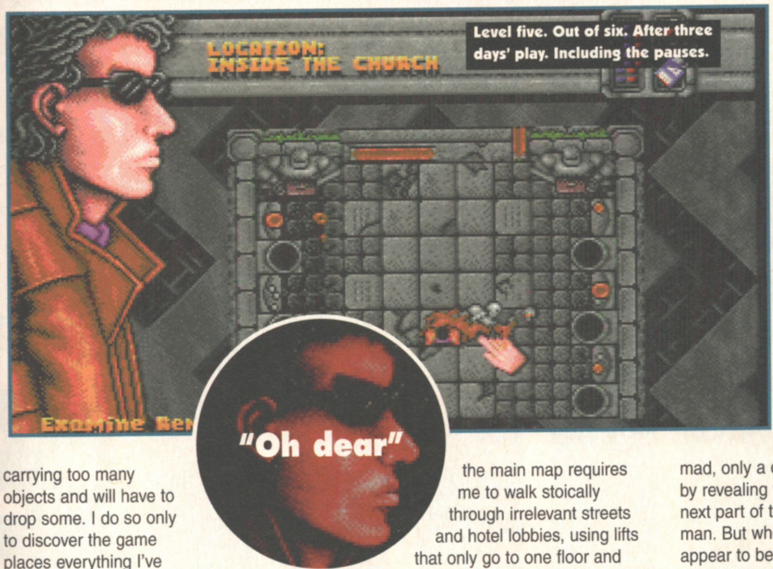
A large piece of the building sticks out from the main wall to form a ledge. Inset into the ledge is a ventilation grille.

Hello, that's an interesting ledge.



The ledge will serve no purpose.

Of course.



Level five. Out of six. After three days' play. Including the pauses.

carrying too many objects and will have to drop some. I do so only to discover the game places everything I've specified in a single heap on the floor, so if I've inadvertently discarded something important I'm going to have to pick it all back up again later. Except I can't, because I'm carrying too much. So I shall have to crawl the cursor about the heap pixel by pixel, patiently waiting for the 15 second catatonics to pass, until the game has decided I'm pointing to a bit of the object I require. Fortunately, since this is only an 'adult' adventure starring the dregs of society even the dregs of society shun as dregs and featuring graphical violence and murder aplenty, I can rest assured that the pile of objects will never be stolen.)

"Oh dear." (That's me cottoning on to the artificial size of the game. To separate the interesting bits and so make it appear larger and more complex than it is, each set of locations to which I can travel via the main map requires me to walk stoically through irrelevant streets and hotel lobbies, using lifts that only go to one floor and passing locked rooms whose inhabitants never answer the doorbell, before reaching my intended destination.)

"Oh dear." (That's me being told trying to 'use' the suspiciously loose lift control panel isn't going to work. Apparently I'd be well advised to 'use' something sharp here. Phew. I'd been careful to pick up that excitingly lengthily described knife from my virtual girlfriend's kitchen for just such an occasion. Now I've exposed some wiring. Now I've had to 'use' the knife again with a separate 'use' command to cut the wires. It appears the lift is now safe to climb on top of. Lucky I didn't fall for the old ignoring exposed wiring trick, eh?)

"Cripes." (That's me being shot by a guard when I 'use'd a fire axe to break through the doors of the floor above.)

"Oh dear." (That's me having reloaded my saved position and attempting to drop my axe to show the guard I mean no harm. The screen now shows my axe lying on the floor next to me holding my axe. I recall a similarly shoddy bug from earlier on, when after seeing a crime boss and buying a gun, I return to the building to be told the crime boss is impatiently waiting for me. I get shot again.)

"Criminy." (That's me having 'use'd the axe, unexpectedly swinging it at the man beside me I'd assumed was the fellow I'd been chasing around the city but who in fact turns out to be another guard. This throws the aim of the man with the gun, and I'm able to shoot him. I reflect on the ingenuity of this scene. From bursting through the doors to the man firing at me, I've been given a few seconds to call up my inventory and make a plan. It's a real-time action sequence in a point-and-click adventure – THAT WORKS! I am pleased.)

CAPTAIN WEBB

"Oh dear." (That's me in the next part of the game. I'd found the man I was chasing and killed him, only to be dragged to a place where someone explained the plot of the game. Since the point of the first part is that you are wandering around in bewilderment, convinced you are going mad, only a cockroach would spoil things by revealing what is really going on. In the next part of the game I am to kill another man. But where is this next victim? There appear to be no new locations on the map. But wait. I go to my character's flat and use his in-game computer to read an embarrassingly banal and badly-written news report that mentions the victim is to appear at a television station, reminding my character that he knows where the station is. It is now visible on the map, replacing the locations used in the last section. Still. It's not as if they're needed to, for example, create a cohesive, rounded 'feel' to the game rather than reducing it to a series of aloof sections with everything you need to solve them contained within. Or anything.)

"Oh dear." (That's me in the studio after cunningly gaining entrance by shooting the security guard. I am upon a high gantry above the set from where my enemy is broadcasting. A fused winch supporting a gigantic crate points to my method of dispatching him. But after having just shot a harmless old fellow, I decide instead to fire at my enemy from above. But the game decides I had better not use my pistol at the moment, even though nobody has shown the slightest interest in my blasting down the elderly security guard.)

"Oh dear." (That's me realising that instead of bypassing the blown fuse with, say, an identically-sized piece of metal, a wire exposed at both ends, a knife, a screwdriver or (rather cleverly I thought) a chewing gum wrapper excitingly described at length as being tin foil, I'm meant to examine a brochure to discover a security pass and use this to enter a storeroom containing a single brand-new fuse.)

"Oh dear." (That's me realising that I'm halfway through the game and the puzzles are indeed going to remain at the same level of failed-text-adventure feebleness. The games stops for its irregular rest break. I throw myself wearily at the guns of some guards.)

Enough.

● ***JONATHAN NASH***

LOCATION:
THE DREAMW

The lengthy between-level animated sequence. Watch out. Oh no.

A1200

UPPERS The way the handwriting in the accompanying diary regresses to a childish scrawl is effectively creepy. The plot turns out to be satisfyingly odd as well. The action scenes are surprisingly well done. It's hard drive-installable.

DOWNERS Risible puzzles. Hootingly badly-written text. Cringingly eager scenes of explicit sex and violence. No, really. Irrelevant objects, locations and sequences that are there solely to show off the graphics. (I'm suspicious that it's the graphics that came first, and the game later.) Dismal controls. Inexplicable pauses every 15 seconds or so on the hard drive version. Fearsomely dull.

THE BOTTOM LINE

A phenomenally punishing game whose only saving grace is the initial mystery of your predicament.

24 PERCENT

THE BOTTOM LINE

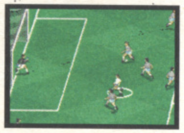
A500 Less colours on the graphics, but, apparently, the sound shall remain the same. And they won't even have to cut back on the game itself. What good news.

POINTS OF VIEW

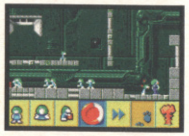
Calculate the divergence of opinion in AP with these diagrams of knowledge. AS WE HAVE DECREED.

SHADOW FIGHTER

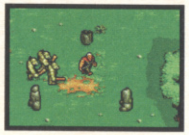
RAYDEN WINS
MORTAL KOMBAT 2


KICK OFF 3

THE LION KING


ALL-NEW WORLD OF LEMMINGS

SHAQ FU


DRAGONSTONE

DREAM WEB

	SHADOW FIGHTER	MORTAL KOMBAT 2	KICK OFF 3	THE LION KING	ALL-NEW WORLD OF LEMMINGS	SHAQ FU	DRAGONSTONE	DREAM WEB
JONATHAN DAVIES	Incredibly good ★★★★★	No fun ★★★	Haven't played it	Not interesting ★★	Makes me swear ★★	Odd ★★★	Desperately dull ★★	Okay ★★★
CAMERON WINSTANLEY	A mighty oak ★★★★★	A weedy sapling ★★★	Haven't played it	A dull pine tree ★★	Haven't played it	A weeping willow ★★	A rhododendron bush ★★	Monkey-puzzle tree ★★
STEVE FARAGHER	My Dad's Manx ★★★★★	*Vorpal Wombat*, more like ★★★	Haven't had time	As bad as Stargate ★	I hate lemons ★	Pardon? ★★★	Someone's turned off my hearing aid ★★	HELP!
JONATHAN NASH	It's a beat-'em-up that is good ★★★★★	Exactly ★★	Exactly one third lenient ★★	Shameful ★	Buy *Lems 2* ★★	Buy *Shadow Fighter* ★	Haven't played it	Buy Animaniacs on video ★
PAUL MELLERICK	It's no *Virtua Fighter* ★★★★	It's no *Virtua Fighter* ★★	It's no *FIFA* 3DO ★★	It's Mega Drive *Lion King* ★★★	Still great ★★★★★	*Shaq Poo, more like!!!* ★	It's no *Zelda* ★★	Haven't played it
STEVE THE PUBLISHER	Well that's it then – I'm off ★★★★★	... ★★★★★	Goodbye then ★★★★★	... ★★★★★	Erm, seeya! ★★★★★	... ★★★★★	... ★★★★★	*(Slam)*

NEXT MONTH

ON SALE 16TH FEBRUARY

MORE OF THE SAME. BUT EVEN MIGHTIER.

A deadline of Christmas Eve could not prevent us from completing this issue. And next month we shall once again sacrifice our leisure hours to DISSEMINATE ESSENTIAL INFORMATION. Expect extraordinarily mighty reviews of *TFX* and *Skidmarks 2*. AMONG OTHER SPECIAL THINGS.

extraordinarily mighty reviews of TFX and Skidmarks 2. AMONG OTHER SPECIAL THINGS.

from completing this issue. And next month we shall once again sacrifice our leisure hours to

MONTH

KT's PD

Software for all Amiga Users *500/500+/600/1200/4000/A570/CD32*
FREE CATALOGUE DISK SENT WITH YOUR FIRST ORDER
DISK PRICES: 1-3, £1.25. 4-9, £1.00. 10-20, 90p. 21+ only 80p. 50+ only 60p each.
PLEASE ADD 75P P+P PER ORDER

GAMES

- ☐ SANTA & RUDOLF P/F
- ☐ SPELLTRIS BRILL
- ☐ 18 HOLE GOLF (2)
- ☐ AUTOMOBILES
- ☐ AMOS FRUIT II
- ☐ ROAD TO HELL
- ☐ FRUITMANIA
- ☐ G.PRIX MANAGER
- ☐ STAR BASE 13 (2)
- ☐ TEXAS CHAINSAW
- ☐ STAR TREK (2)
- ☐ MR MEN OLYMPICS (2)
- ☐ MOOSE DRIVE
- ☐ FORTRESS & KARATE M
- ☐ GLAXO (2)
- ☐ KT'S BOARD GAMES
- ☐ CASE OF DR STRANGE
- ☐ SPECCY GAMES (38)
- ☐ 2 PLAYER SOCCER LG
- ☐ CYBERTECH CORP AGA (2)
- ☐ SILVERBLADE
- ☐ CASH FRUIT
- ☐ DANGERMOUSE
- ☐ WALLY WORLD (2)
- ☐ EVILS DOOM. GR/AD
- ☐ DELUXE GALAGA 2
- ☐ DELUXE PACMAN
- ☐ TIME ZONER (2)
- ☐ PARACHUTE JOUST
- ☐ DITHELS W/LAND
- ☐ RAISE THE TITANIC
- ☐ SCOTTISH F/BALL MANAGER
- ☐ DEPTH-CHARGE
- ☐ SHEPHERD
- ☐ BLACK DAWN 2
- ☐ GLOBAL THERMO WAR
- ☐ SCHNEBITZ INC PUZZLE
- ☐ STAR TREK QUIZ (2)
- ☐ CLASH OF EMPIRES (2)
- ☐ KINGDOM AT WAR
- ☐ AMOS SPEEDBALL
- ☐ DIE FILTH (2)
- ☐ SUPER PRIX
- ☐ A DAY AT THE RACES
- ☐ OKLIBS REVENGE GR/AD
- ☐ SERIOUS BACKGAMMON
- ☐ STEWARDS INQUIRY
- ☐ RACING MANIACS
- ☐ SNIPER
- ☐ LOOTY PLATFORM/GAME
- ☐ SPECTRUM WAR GAMES
- ☐ STARWOIDS (2 DISKS)
- ☐ SUPERMEGA FRUITS
- ☐ ANTWARS V1-9

DEMOS

- ☐ SUPERMEGA FRUITS
- ☐ ISLANDS
- ☐ ASI XMAS SPECIAL
- ☐ STAR TREK QUIZ (2)
- ☐ BUCKTOOTH BOB
- ☐ FRUITMANIA
- ☐ SOLO ASSAULT
- ☐ JINX AGA (2)
- ☐ TO DIE FOR
- ☐ TRICK OR TREAT AGA
- ☐ T.M.A.
- ☐ MORTON STRIKES BACK
- ☐ KELLOGGS LAND
- ☐ COMMAND RAID
- ☐ CHOPPER ATTACK
- ☐ ROUTE 66
- ☐ MANGLED FENDERS
- ☐ BOMBER 2000
- ☐ SUPER BATTLEZONE
- ☐ CYBERTRIS
- ☐ MECH FIGHTER
- ☐ PUNTER
- ☐ AMOS FRUIT MACHINE2
- ☐ HUGO THE TROLL (3)
- ☐ DELUXE PACMAN
- ☐ TOP SECRET
- ☐ DONKEY KONG NOT 1200
- ☐ NEIGHBOURS AD (2)
- ☐ BOMBJACKY

DEMO'S & MUSIC

- ☐ JESUS ON E's (2) 2 drives req
- ☐ MAYDAY
- ☐ SUBLIMINAL XTC (2)
- ☐ MOBILE SPACEBALLS
- ☐ SEQUENTIAL
- ☐ METTALICA MUSIC (5)
- ☐ SHAMEN MIX
- ☐ TECHNO MODS (5)
- ☐ A TRIP TO DBASE (2)
- ☐ XMAS SONGS
- ☐ XMAS MUSIC DISK
- ☐ LOVE DEMO (2)
- ☐ DRUM LOOP SAMPLES
- ☐ MORTAL GODS RAVE SAMPLES (5)
- ☐ DIGITAL SPELL (2 Disk) MUSIC
- ☐ OXYGENE CUZCO
- ☐ GRAPEVINE 20 *(2 DISKS)*
- ☐ FRIDAY 13TH PART IV
- ☐ END OF THE MISERY (2)
- ☐ INDUSTRIAL FUDGE
- ☐ SPASM: I FEEL GOOD AGA
- ☐ ACHALLAMAHALLA AGA
- ☐ CINDY C/FORD SLIDES (4)
- ☐ PHOEBE CATES S/S

1200 UTILS

- ☐ ASI MULTI-VISION AGA
- ☐ ANDY WB3 UTILS
- ☐ ASI FIX DISK 2
- ☐ AGA UTILS 1
- ☐ AGA ICON EDITOR
- ☐ 1200 FINAL TEST
- ☐ AGA MAND 2000
- ☐ AGA GRAPHIC UTILS
- ☐ RE-ORG 3-11
- ☐ WB3 BACKDROPS
- ☐ WB3 VIRUS KILLERS
- ☐ WB3 HACKS
- ☐ IMAGINE BUDDY H/D (2)
- ☐ SPECTRUM EM V1.3 AGA

1200 GAMES

- ☐ ROCKETS AGA (BRILL)
- ☐ MASQUERADE AGA (2)
- ☐ EVIL INSECTS AGA
- ☐ CYBERTECH CORP AGA (2)
- ☐ SPECTRUM EM V2 NEW
- ☐ AGA TETRIS
- ☐ AGA KLONDIKE (3) V2 H/D
- ☐ CARD SETS FOR ABOVE 1-18
- ☐ 2 PLAYER GAMES AGA
- ☐ MOTOROLA INVADERS 2 (2)
- ☐ AGA KLONDIKE V3 (4) H/D

1200 DEMOS

- ☐ SUBLIMINAL XTC (2)
- ☐ SOME JUSTICE 94 AGA
- ☐ FINAL CHAPTER (3)
- ☐ SEDUCTION AGA (2)
- ☐ PANTA REHI
- ☐ MAX OVERDRIVE (3)
- ☐ MINI AGA (4 DISKS)
- ☐ FRIDAY AT 8
- ☐ CRASH TEST AGA
- ☐ COMPLEX:REAL: AGA
- ☐ ORIGIN (2)
- ☐ FULL MOON
- ☐ VOLACANO
- ☐ EXPLICIT 2
- ☐ BIG TIME SENSUALITY (2)
- ☐ INTERCHANGE AGA
- ☐ NOT AGAIN AGA (2)
- ☐ BODYSHOP 6 (2)
- ☐ BODYSHOP 7 (2)
- ☐ AGA FANTASY PICS S/S
- ☐ BABYLON 5 AGA S/S
- ☐ ERIKA AGA S/S
- ☐ CLAUDIA AGA S/S
- ☐ PHOEBE CATES S/S
- ☐ RED DWARF SLIDES AGA (2)
- ☐ VISUAL VERBOSITY AGA S/S
- ☐ ALADDIN SLIDES (3)

UTILITIES

- ☐ MOVIE GUIDE AGA H/D (2)
- ☐ D-COPY 3-1
- ☐ LOCK PICK 2
- ☐ ENGINEERS KIT
- ☐ FREECOPY 1-8 OR NEW 1.9
- ☐ AMIGA BEGINNER
- ☐ W/BENCH 2 TUTORIAL
- ☐ MENUMASTER 3
- ☐ AMIGA DOS TUTORIAL
- ☐ CRACK AND COPY
- ☐ SPECTRUM EM 1-7 WB3
- ☐ SEKA 32PRO GAME/CREA
- ☐ CHEQUEMATE
- ☐ PC TASK 2
- ☐ LITTLE OFFICE
- ☐ PRINT STUDIO
- ☐ SID 2
- ☐ EASY CALC PLUS
- ☐ POOLS WIZARD JNR
- ☐ TEXT ENGINE V4-1
- ☐ IMAGINE OBJECTS (7)
- ☐ SONIC DRUM KIT
- ☐ INTERNET GUIDE
- ☐ AMIGA FAX
- ☐ ICONS + LOTS MORE (3)
- ☐ CALORIE BASE
- ☐ CHEATS V3
- ☐ PRINT A CARD
- ☐ DISK MANAGER V4.0
- ☐ VIRUS BOOK
- ☐ ACCOUNT MASTER 2-12
- ☐ DISK REPAIR 3
- ☐ DIVIDEND WINNER
- ☐ SUPERLEAGUE V3.4
- ☐ DPAINT 4 BUDDY SYS (2)
- ☐ KICK V1.4
- ☐ ASI AGA MULTI-VISION
- ☐ MAKE YOUR OWN S.B.D.
- ☐ ADOBE FONTS 8 DISKS
- ☐ A1200 UTILS DISK
- ☐ AREXX REF MANUAL
- ☐ SPECTRUM EMULATOR V2
- ☐ VIRUS CHECKER V6-42
- ☐ VIRUS WORKSHOP V4-0
- ☐ FINAL WRAPPER
- ☐ IMAGE OBJECTS/TEXTS (10)
- ☐ AUTOSTEREO GRAM
- ☐ ASI MULTIPRINT 4
- ☐ VIDEOMAXE V4-33
- ☐ 256 COLOUR ICONS
- ☐ LOCKOUT V2.1
- ☐ GAMES H/D INSTALLER
- ☐ EPU D/STACKER V1-63
- ☐ IMAGE STUDIO

UTILITIES

- ☐ X PASSWORD H/D
- ☐ BANNER MAKER
- ☐ HOW TO CODE IN C (2)
- ☐ D-SOLVE CROSSWORD
- ☐ B-BASE 3
- ☐ STAR TREK GUIDE (2)
- ☐ DOC DUMP 3-6
- ☐ GNU C/C+ COMPILER (3)
- ☐ CG FONTS (7)
- ☐ VIRUS ALERT
- ☐ BUSINESS LETTERS
- ☐ EDWORD PRO 4
- ☐ PRINTER DRIVERS
- ☐ ESSENTIAL PRINT/PROG
- ☐ OCTAMED 2 + Y
- ☐ PROTRACKER 3-1+Y
- ☐ X BEAT PRO + Y
- ☐ NO SAMPLER 3
- ☐ ROB's HOT UTILS NO's 1-15
- ☐ TEE TO GREEN GOLF/SCO
- ☐ MAGIC W/B EXTRAS
- ☐ WB3 LIBS AND DATATYPES
- ☐ RADIO JINGLES
- ☐ AWARD MAKER 2
- ☐ TERM 4 (COMMS) (3)
- ☐ SNOOP DOS V3-0
- ☐ PRO GAMBLE
- ☐ AREXX GUIDE (2 DISKS)

KT'S LIBRARY, NOW ON 3 DISKS, AT 75P EACH

- ☐ No.1 – All KT's Latest. 17 Bit, ASI.CLR
- ☐ No.2 – LSD, Scope, 17 Bit 1-2000, T-bag, Amigan and more.
- ☐ No. 3 – Fred Fish 1 to 1000.

ALL 3 CAT DISKS FOR £2-00

****CLR****
LICENCEWARE
ALL TITLES

- ☐ CLU 43 LOTTERY SELECTOR
- ☐ CLE 10 B/CALLY AMIGA (3)
- ☐ CLE 35 SOLAR SYS II (3)
- ☐ CLE 39 LITTLE ARTIST (2)
- ☐ CLG 61 W/CUP MANAGER (3)
- ☐ CLE 48 ROCKET MATHS
- ☐ CLE 49 TC DINOSAUR 3 (3)
- ☐ CLE 67 PHOTO (3 DISKS)
- ☐ CLE 51 PAINT & DRAW
- ☐ CLE 53 LETS LEARN 2
- ☐ CLE 54 TITANIC (2)
- ☐ CLU 03 TYPING TUTOR
- ☐ CLU 04 ALPHA GRAPH
- ☐ CLU 10 POWER ACCOUNT
- ☐ CLU 39 HARD D/MENU 2
- ☐ CLU 21 INVOICE MASTER
- ☐ CLG 54 NATIONAL HUNT
- ☐ CLG 49 SPACE POWER
- ☐ CLU 42 FORECASTER
- ☐ CLG 57 DREAMSTREAM
- ☐ CLG 63 ASTRONUTTY
- ☐ CLG 53 WALL STREET (2)
- ☐ CLG 51 TEN PIN BOWLING
- ☐ CLG 56 SENTINAL
- ☐ CLG 55 CRYSTAL QUEST
- ☐ CLG 48 LOST PRINCE (2)
- ☐ CLG 65 WEAPONS MASTER
- ☐ CLG 42 CRYSTAL SKULL
- ☐ CLG 44 VIKING SAGA
- ☐ CLG 45 KNIGHT FIGHT (2)
- ☐ CLG 66 FRONTIER DEFEND
- ☐ CLG 67 FINAL IMPACT
- ☐ CLG 68 WITNESS
- ☐ CLG 69 CYBERDROID

CLR prices as follows
1 Disk Title = £3-95
2 Disk Title = £4-95
3 Disk Title = £5-95
FREE PD DISK WITH EVERY CLR TITLE

QUALITY ACCESSORIES

8mm high quality mouse pad	£2-50
6mm Mouse Pads	£1.99
Amiga 500/600/1200 dust covers	£2-50
Philips 8833 Monitor dust covers	£4-50
3-5" disk drive cleaning kit	£2-00
Printer stand (fits all dot matrix printers)	£4-60
Blank Disks (high quality with labels)	£0-35
25 cap disk boxes	£2-50
50 cap disk boxes	£3-75
100 cap disk boxes	£5-00
Printer Lead (2 metres)	£2-99
SERNET CABLE	£19-00
Disk Labels	100 for £1-50/500 for £6-00/1000 for £10-00
Swift Joypad	£9-50
Super Pro Zip Stick	£11-50
Meg. Mouse...Alpha Data. 400dpi	£12-45
PARNET CABLE	£9-50

ZX SPECTRUM V2 EMULATOR
10 disks full of all the classic speccy games and the emulator for only £8-00 inc p+p
WE NOW HAVE GAMES DISKS UP TO NO 38
Order all 38 disks + emulator only £25-00 + £1 p+p

CD ROMS

CDPD NO's 1/2/3/4	£17.99
AMINET NO's 2/3/4	£17.99
DEMO CD I	£17-00
DEMO CD II	£17.99
17 BIT DOUBLE COLL	£34.99
17 BIT CONTINUATION	£17.99
17 BIT PHASE 4	£17.99
MULTI/TOOLKIT	£17.99
EUROSCENE CD	£13.99
NETWORK CD	£13.99
LOCK & LOAD CD	£17-99
17BIT &LSD COM	£17.99
AMOS PD CD	£17.99
SOUNDS TERRIFIC	£19-00
CLIPART CD	£8.99
FONTS CD	£8.99
PROFESSIONAL FONTS	£17.99
SHEER DELIGHT	£19-00
LIGHT ROM CD	£38-00
RAY TRACING CD	£17-99
HOTTEST 4 CD	£17-99
UTILS 1 CD	£17-99
GOLDFISH 2 CD'S	£27-99
FRESHFISH CD'S	£17-99
GIFS CLIPART	£17.99
MEETING PEARLS	£13-99
ASSASSINS CD	£17-99

KT'S SPECIAL PACKS

BUSINESS PACK 6 DISKS	£4-00
DTV VIDEO PACK 4 DISKS	£3-00
COLOUR FONTS 5 DISKS	£4-00
ADOBE FONTS 8 DISKS	£6-00
CG FONTS PACK 7 DISKS	£6-00
CLIP ART PACK 5 DISKS	£4-00
EDUCATIONAL 5 DISKS	£4-00
TECHNO MODS 5 DISKS	£4-00
HARD DRIVE PACK 6 DISKS	£5-00
FIT CHIX PACK 6 DISKS	£4-00
BODYSHOP PACK 12 DISKS	£8-00
GLAMOUR PACK 10 DISKS	£10-00
GLAMOUR PACK 1 6 DISKS	£6-00
GLAMOUR PACK 2 6 DISKS	£6-00
CARDSETS PACK 20 DISKS	£12-00
GIF BEAUTIES 18 DISKS	£12-00
OBJECTS & TEX 7 DISKS	£5-00
OBJECTS & TEX 10 DISKS	£8-00
HAM RADIO PACK 5 DISKS	£4-00
MUSIC PACK 10 DISKS	£8-00

TO ORDER, SEND NAME AND ADDRESS, PAYMENT, P/O, CHEQUES PAYABLE TO KT'S PD (software).
(bankers card no on cheques please)
TO KT'S PD DEPT A/P,
75 THE DRIVE, ROCHFORD, ESSEX SS4 1QQ.
TEL/FAX 0702 542434 0702 542536/ MOBILE 0585 276548
CALLERS WELCOME

100 PD GAMES NOW ONLY £6·00 inc p+p
SPEND OVER £15.00 AND RECEIVE A DISK C/KIT FREE WORTH £2·99
BUY TEN DISKS AND CHOOSE ❋ 2 ❋ FREE
MONEY OFF VOUCHERS WITH EVERY ORDER.
PD DISKS AT ONLY 50P (SEE CATALOGUE DISK)

We also stock
Fred Fish 1-1000
CLR Licenseware all titles.
Assassins Collection up to No 219+
Also Scope and LSD

DIRECT SOFTWARE

DEPT AMP02SC, 36 Benbow Court,
Shenley Church End,
Milton Keynes MK5 6JG
TELEPHONE ORDER LINE: 0908 379550
FAX: 0908 277142

ORDER HOTLINE
0908 379550

BLANK DISKS

ALL OUR DISKS COME WITH A 100% ONE FOR ONE GUARANTEE

RECYCLED COVER DISKS		RECYCLED HD COVER DISKS		DS/DD		DS/HD	
50	£10.99	50	£16.00	50	£16.00	50	£22.00
100	£20.00	100	£30.00	100	£30.00	100	£40.00
250	£45.00	250	£70.00	250	£70.00	250	£90.00
500	£85.00	500	£135.00	500	£135.00	500	£170.00
1000	£150.00	1000	£255.00	1000	£255.00	1000	£320.00

All our disks include FREE labels
We will not be beaten on price!

Please make cheques and P.O payable to:-
DIRECT SOFTWARE, DEPARTMENT AMP02SC UNIT 3, CROSSKEYS SHOPPING MALL, ST NEOTS, CAMBRIDGESHIRE PE19 2AU.

UK MAINLAND - DELIVERY FREE
OTHER AREAS - PRICES ON APPLICATION
All parcels are sent out by recorded delivery. All items subject to availability. All prices subject to change without notice. E&OE. Please allow for cheque clearance.

Please charge my Access/Visa No: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry Date: ☐☐

ORDER FORM
Please supply me with the following for
Computer:
TITLES

POST + PACKAGING
TOTAL

CUSTOMER NUMBER
DATE:
NAME:
ADDRESS:
POST CODE:
TEL:

AMIGA POWER FEBRUARY 95

Premier Mail Order

Please Send Cheques/PO's (made out to Premier Mail Order) or Access/Visa/(Switch + Issue No) & Expiry Date to:
Dept: AP02 9-10 THE CAPRICORN CENTRE, CRANES FARM ROAD, BASILDON, ESSEX SS14 3JJ.
Telephone orders: 01268-271172 Fax your order on: 01268-271173 Mon-Fri 9am-7pm Sat&Sun 10am-4pm. We are open 364 days a year
P&P and VAT included for all UK orders. Please add per item £2 P&P for Europe and £3.50 for the rest of the world. Next day service available UK only @ £4.00 per item.
Please note: Some titles may not be released at the time of going to press. Most titles are despatched same day, but can take up to 28 days. E&OE

4th & Inches		8.99
688 Sub Attack		10.99
A-Train + Construction Kit		12.99
A320 Airbus (USA)		22.99
A320 Airbus (Europa)		22.99
Addams Family		8.99
Afterburner		6.99
Air Bucks 1.2		12.99
Akira		18.99
Akira	CD32	19.99
ALADDIN	**A1200**	**19.99**
Alfred Chicken	CD32	17.99
Alien Breed 2		12.99
Alien Breed 2	A1200	19.99
Alien Breed Special Edition	A500/A1200	10.99
Alien Olympics	A500/CD32	19.99
Allo! Allo!		16.99
All Terrain Racer		17.99
ALL TERRAIN RACER	**A1200/CD32**	**19.99**
Altered Beast		6.99
Amberstar v2.0		19.99
AMOS 3D		24.99
AMOS Professional Compiler		24.99
AMOS Professional		29.99
Another World		12.99
Apidya		8.99
Apocalypse		17.99
Arabian Knights	CD32	12.99
Arcade Bowling		10.99
Arcade Pool		8.99
Arcade Pool	CD32	12.99
Arkanoid II		6.99
Archer Macleans Pool		10.99
Armour Geddon		16.99
Armour Geddon 2 - Codename Hellfire		17.99
Ashes of the Empire		12.99
Assasin Special Edition		9.99
Award Winners 2		19.99
Badlands		6.99
Banshee	A1200/CD32	19.99
Barbarian		16.99
Bart V's the World		17.99
Batman Returns		16.99
Battlechess	CD32	19.99
Battle Isle '93		17.99
Battlehawks 1942		12.99
Beach Volley		6.99
BEAU JOLLY COMPILATION		**22.99**
Beneath A Steel Sky		20.99
BENEATH A STEEL SKY	**CD32**	**19.99**
Benefactor		17.99
Big Sea		19.99
Birds of Prey		12.99
Black Crypt		10.99
Blastor		17.99
Bloodnet		19.99
Blitzkrieg		6.99
Blitzlight		29.99
Blue Angels		8.99
Bobs Bad Day		10.99
Body Blows Galactic		18.99
Body Blows Galactic	A1200	19.99
Breach 3		22.99
Brian the Lion	A500/A1200/CD32	17.99
Brutal Football	CD32	8.99
Bubba n Stix & Premier	CD32	13.99
Bubble Bobble		6.99
Bubble & Squeak	CD32	19.99
Bubble & Squeak	A500/A1200	17.99
Budokan		10.99
Bully's Sporting Darts		8.99
Bump & Burn	CD32	19.99
Bump & Burn	A500/A1200	17.99
Burning Rubber	A1200	17.99
BURNTIME	**A500/A1200**	**17.99**
Cabal		6.99
Cadaver/Payoff		12.99
California Games 2		7.99
Campaign 2		22.99
Cannon Fodder 2		19.99
Cannon Fodder	CD32	19.99
Cartoon Collection (Dizzy)		16.99
Castle Master		6.99
Caesar Deluxe		12.99
CHAMP MAN END OF SEASON		**11.99**
Championship Manager Italia		16.99
CHAMP MAN COMP	**A1200**	**17.99**
Champ Manager Italia Data Disk		10.99
Chaos Engine	CD32	19.99
Chase HQ		6.99
Chuck Rock 1 & 2	CD32	13.99
CLASSIC COLL - DELPHINE		**19.99**
CLASSIC COLL - LUCAS ARTS		**19.99**
Clockwiser	A500/A1200	10.99
CLUB FOOTBALL	**A500/A1200**	**19.99**
Cohort 2		19.99
Colonels Bequest		10.99
Combat Classics 2		19.99
Combat Classics 3		22.99
Complete Chess		22.99
Craft for AMOS		17.99
Crash Dummies		17.99
Cruise For A Corpse		12.99
Crystal Dragon		22.99
Curse of Enchantia		12.99
Cybercon 3		10.99
Cyberspace		22.99
Cyberwar	CD32	31.99
D Day - Beginning Of The End		22.99
D DAY OVERLORD		**22.99**
DARK SEED	**CD32**	**19.99**
DAWN PATROL	**A500/A1200**	**22.99**
Deep Core	CD32	19.99
Deluxe Paint 4		54.99
Demonmaniac		17.99
Dennis & Gnasher		16.99
Detroit	A500/A1200	22.99
Desert Strike		12.99
Dino Detective Agency		12.99
Disposable Hero	CD32	12.99
Dizzy the Big 6	CD32	12.99
Dogfight		12.99
Dragon Ninja		6.99
Dragonstone	A1200/CD32	22.99
DREAMWEB	**A500/A1200**	**22.99**
DUNE 1 OR 2		**12.99**
Dungeon Master + Chaos Strikes Back		19.99
Dungeon Master 2	A500/A1200	22.99
Easy AMOS		29.99
Elfmania		17.99
Elite 2 - Frontier	A500/CD32	19.99
ELITE 3	**A500/CD32**	**19.99**
Embryo	A500/CD32	17.99
Emerald Mines	CD32	12.99
Empire Soccer '94		19.99
Epic		12.99
European Football Champ		10.99
EVASIVE ACTION		**19.99**
Excellent Games Compilation		22.99
Exile	A500/A1200/CD32	19.99
Extractors	CD32	26.99
Eye Of The Beholder 1 or 2		12.99
FORMULA ONE GRAND PRIX		**12.99**
F1 World Championsip Edition		19.99
F15 Strike Eagle 2		12.99
F17 Challenge		10.99
F17 Challenge/Project X	CD32	17.99
F19 Stealth Fighter		11.99
F117A Stealthfighter		12.99
Fantasy Manager		19.99
Fields Of Glory	A500/A1200/CD32	22.99
FIFA SOCCER		**19.99**
Final Fight		8.99
First Samurai		8.99
Flashback		12.99
Flight Sim 2 Great Britain Scenery		26.99
Flight Sim 2 Japan or Hawaii		13.99
Flight Sim 2 USA No 7 Washington		13.99
Flight Sim 2 USA No 9 Chicago		13.99
Flight Sim 2 USA No 11 Detroit		13.99
Flight Sim 2 USA No 12 New York		13.99
Flight Sim Western European Tour		13.99
Flink	CD32	17.99
FOOTBALL GLORY	**A500/A1200**	**17.99**
Front Lines	A500/A1200	22.99
FOOTBALL MANAGER		**19.99**
Future Wars		10.99
Galactic Warrior Rats		8.99
Gauntlet		6.99
Ghostbusters 2		6.99
Ghouls & Ghosts		6.99
Global Effect	CD32	8.99
Globdule		10.99
Goblins 3		22.99
Graham Gooch-Second Innings		11.99
Graham Gooch-Test Match Special		19.99
Graham Gooch-World Class Cricket		19.99
Graham Taylors Soccer Challenge		8.99
Grand Prix Circuit		8.99
GROLIERS ENCYCLOPEDIA	**CD32**	**22.99**
Guardian	CD32	19.99
Gunboat		10.99
Gunship		10.99
Gunship 2000		12.99
Hanna Barbera Animation Studio		29.99
Hannibal		19.99
Hard Drivin II		8.99
Hard Nova		8.99
Hardball		8.99
Head over Heels		6.99
Heart of China		12.99
Heimdall		8.99
Heimdall 2	A500/A1200/CD32	22.99
Hero Quest		8.99
High Seas Trader	A500/A1200	22.99
High Steel		6.99
History Line 1914-18		22.99
Hook		8.99
Hoyles Book of Games Vol 1 or 2 or 3		10.99
Hucklebury Hound		8.99
Hudson Hawk		6.99
IK +		6.99
Immortal		10.99
Impossible Mission 2025	A500/A1200	22.99
Indiana Jones - Last Crusade Adv		12.99
Indiana Jones - Atlantis Adventure		24.99
Indianapolis 500		10.99
Inferno	CD32	19.99
Intelligent Strategy Games		19.99
International Open Golf Championship		17.99
Ishar 3	A1200	26.99
Ishar 3		22.99
Ivanhoe		6.99
Jack the Ripper		27.99
Jack Nicklaus Greatest 18 Holes		6.99
James Pond		6.99
James Pond Compilation	A1200	19.99
James Pond 2 - Robocod	CD32	8.99
James Pond 3	A1200/CD32	19.99
Jaguar XJ220		8.99
Jimmy White's Snooker		12.99
John Madden Football		10.99
JUNGLE BOOK	**A1200**	**19.99**
Jungle Strike		17.99
Jungle Strike	A1200/CD32	18.99
K240 - Utopia 2	A500/CD32	19.99
KGB		12.99
KICK OFF 3 EURO CHALL		**16.99**
KICK OFF 3 EURO CHALL	**A1200**	**19.99**
KICK OFF 3 EURO CHALL	**CD32**	**22.99**
Kid Chaos		17.99
Kid Chaos	A1200/CD32	19.99
Kid Pix		10.99
Kids Rule OK		12.99
King Pin		10.99
King Pin	CD32	12.99
Kings Quest 1 or 2 or 3 or 4		12.99
Kings Quest 6		22.99
Klik and Play		22.99
KNIGHTS OF THE SKY		**10.99**
Krusty's Super Funhouse		17.99
Last Ninja 3		6.99
Legacy of Sorasil	CD32	17.99
Legend of Robin Hood		12.99
LEGENDS OF VALOUR		**12.99**
Leisure Suit Larry 1 or 2 or 3		12.99
Lemmings 1	CD32	19.99
Lemmings Double Pack		19.99
LEMMINGS 3		**19.99**
Lethal Weapon		8.99
Links - The Challenge Of Golf		12.99
LION KING	**A1200**	**19.99**
LITIL DIVIL	**CD32**	**19.99**
Lombard RAC Rally		6.99
Lords of the Realm	A500/A1200	22.99
LOST EDEN	**CD32**	**22.99**
Lotus Turbo Trilogy	CD32	22.99
LOVERS GUIDE	**CD32**	**19.99**
Lure Of The Temptress		12.99
M1 Tank Platoon		12.99
Magicians Castle		19.99
Maniac Mansion		10.99
Man Utd Prem League Champs	A500/CD32	19.99
Man Utd Prem Leag Champs D/D		8.99
Marvens Marvellous Adv	A1200/CD32	19.99
Master Axe	CD32	19.99
Master Axe	A500/A600/A1200	17.99
Mean 18		8.99
Megarace	CD32	22.99
Messengers Of Doom		19.99
MICROPROSE GOLF		**12.99**
Micro Machines		17.99
Mighty Max	A1200	19.99
Mighty Max	A600/CD32	17.99
Military Masterpieces		19.99
Monopoly		18.99
Morph	CD32	8.99
Mortal Kombat 1 or 2		19.99
Mr. Blobby	A500/CD32	13.99
Mutant League Hockey	A500/A1200	17.99
New Zealand Story		6.99
NHL Hockey 95	A500/CD32	27.99
Nick Faldo's Golf	CD32	22.99
Nigel Mansells World Champ	CD32	19.99
On The Ball-World Cup Ed		19.99
On The Ball-World Cup Ed	A1200	22.99
ON THE BALL-LEAGUE ED		**19.99**
ON THE BALL-LEAGUE ED	**A1200**	**22.99**
Overdrive		8.99
OVERLORD		**22.99**
Parasol Stars		8.99
PGA European Tour	A500/A1200/CD32	17.99
PGA Tour Golf		12.99
PINBALL DREAMS & FANTASIES		**22.99**
Pinball Fantasies	A1200	19.99
Pinball Fantasies	CD32	24.99
PINBALL ILLUSIONS	**A1200/CD32**	**19.99**
Pinball Magic		6.99
Pirates Gold	CD32	19.99
Pinkie	CD32	19.99
Pinkie	A500/A1200	17.99
Pitfighter		6.99
Police Quest 1,2 or 3		12.99
Populous & Promised Lands		12.99
POPULOUS 2		**12.99**
Powerdrive	A500/A600/CD32	19.99
Powerhouse		22.99
Powermonger & Data Disk		12.99
PREMIER MANAGER 3	**A500/A1200**	**17.99**
Prince Of Persia		6.99
Project X		10.99
Project X/F17 Challenge	CD32	17.99
Putty Squad	A1200/CD32	19.99
Qwak		9.99
Qwak/Alien Breed	CD32	17.99
Railroad Tycoon		12.99
Rainbow Islands		6.99
Reach For The Skies		12.99
Reunion	A500/A600/A1200	22.99
Rings Of Medusa Gold		19.99
RISE OF THE ROBOTS	**A500+/A600**	**25.99**
RISE OF THE ROBOTS	**A1200**	**27.99**
RISE OF THE ROBOTS	**CD32**	**22.99**
Road Rash		10.99
Robocop 3		10.99
Robinson's Requiem	A500/A1200	22.99
RUGBY LEAGUE COACH		**19.99**
Ruff n Tumble		17.99
Sabre Team (Enhanced)	CD32	20.99
Second Samurai	A500/A1200/CD32	19.99
SECRET OF MONKEY ISLAND 1 OR 2		**12.99**
SENSIBLE GOLF		**19.99**
Sensible Soccer International	CD32	16.99
SENSIBLE WORLD OF SOCCER		**19.99**
Sensible Soccer International		13.99
Settlers		19.99
Shaq Fu		17.99
Shuttle - Space Flight Simulator		12.99
Sierra Soccer		16.99
Silent Service 2		12.99
SIM CITY 2000	**A1200**	**26.99**
Sim City/Populous		19.99
Sim Classics (Ant/Life/City)		22.99
Sim Life	A500/A1200	10.99
Simon The Sorceror		22.99
Simon The Sorceror	A1200/CD32	26.99
SIMON THE SORCEROR 2		**22.99**
SIMON THE SORCEROR 2	**A1200/CD32**	**26.99**
Skeleton Krew	A1200/CD32	22.99
Skidmarks		17.99
SKIDMARKS UPGRADE		**12.99**
Skidmarks	CD32	19.99
Skitchin	A500/CD32	17.99
Soccer Kid	CD32	19.99
Software Manager		17.99
Soup Trek (The Search For Stock)		19.99
Space Academy		19.99
Space Academy	CD32	17.99
Space Crusade		8.99
Space Quest 1 or 2 or 3 or 4		12.99
Speedball 2		8.99
SPEEDBALL 2	**CD32**	**12.99**
Spherical Worlds	A500/CD32	17.99
Stardust Special Edition		9.99
Star Trek	A1200	22.99
Star Crusader		19.99
Starlord		22.99
Street Fighter 2		12.99
Suburban Commando		16.99
SUBWAR 2050	**A1200**	**22.99**
SUBWAR 2050	**CD32**	**19.99**
Superfrog	CD32	12.99
Super League Manager	A500/AGA/CD32	19.99
Super Loopz	A1200	17.99
Super Loopz	CD32	19.99
Super Putty	CD32	12.99
SUPER STARDUST	**A1200/CD32**	**19.99**
Superskids		19.99
Supremacy		10.99
Syndicate		22.99
Tactical Manager-Eng/Scotland/Italy		19.99
TACTICAL MANAGER 94/95 D/ D		**10.99**
Team 17 Collection Volume 1		19.99
Tetris		16.99
T.F.X	A1200	26.99
T.F.X	CD32	22.99
Theatre of Death		9.99
The Big 6 - Dizzy	CD32	12.99
The Blue & The Grey		22.99
The Clue	A1200/CD32	19.99
The Greatest - Compilation		21.99
Their Finest Hour		12.99
Their Finest Missions		9.99
THEME PARK	**A500/A1200**	**22.99**
TOM LANDRY STRATEGY FOOTBALL	A500/A1200	19.99
Top Gear 2	A500/A1200	17.99
Top Gear 2	CD32	19.99
TOWER ASSAULT	**A500/A1200**	**13.99**
TOWER ASSAULT	**CD32**	**19.99**
Traps & Treasures	A500/CD32	17.99
Trivial Pursuit		6.99
Trivial Pursuit Deluxe	CD32	19.99
TURBO TRAX		**17.99**
U.F.O	A1200	22.99
U.F.O	CD32	19.99
Ultima 6		12.99
ULTIMATE BODY BLOWS	**CD32**	**19.99**
Ultimate Golf		8.99
Uncovered		17.99
Universe	A500/CD32	22.99
Untouchables		6.99
Utopia		8.99
Valhalla - Lord Of Infinity		19.99
Voyages Of Discovery		19.99
Vital Light	A500/CD32	19.99
Walker		9.99
Wembley International Soccer	CD32	19.99
Wembley International Soccer	A1200	17.99
Wembley Rugby Leagu	A500/A1200	17.99
Wild Cup Soccer	A500/A1200	17.99
Wild Cup Soccer	CD32	19.99
WING COMMANDER		**12.99**
Wiz N Liz		10.99
World Class Cricket	CD32	19.99
World Cup Golf	CD32	29.99
World Cup USA '94		17.99
WORLD CUP YEAR '94		**19.99**
WORLD CUP GOLF	**CD32**	**19.99**
ZEE WOLF		**19.99**
Zonked		19.99
Zool 1 or 2	CD32	19.99

SPECIAL OFFERS

Alien Breed 2		12.99
Arabian Knights	A500/CD32	9.99
Body Blows	A500/A1200	12.99
Civilisation	A1200	17.99
Championship Manager '93		16.99
Chaos Engine		9.99
Combat Air Patrol		9.99
Cool World		8.99
Jack Nicklaus Unlimited Golf		12.99
J Nicklaus Designer Clip Art Vol		17.99
KICK OFF 3	**A500/A1200**	**9.99**
Lotus Trilogy		12.99
MICROPROSE GOLF		**12.99**
Nick Faldo's Golf		12.99
Nigell Mansell's Champ.	A500/A1200	12.99
Pinball Fantasies		9.99
Sensible Soccer 92/93		12.99
Shadow Worlds		9.99
Soccer Kid	A500/A1200	9.99
TORNADO	**A500/A1200**	**9.99**
Walker		9.99
Zool		8.99
Zool 2	A500/A1200	10.99

EDUCATIONAL

ADI English (11-12) or (12-13) or (13-14).	17.99
ADI French (11-12) or (12-13) or (13-14)	17.99
ADI Maths (11-12) or (12-13) or (13-14)	17.99
ADI GCSE Maths/English/French	22.99
ADI Junior Counting (4-5) or (6-7)	13.99
ADI Junior Reading (4-5) or (6-7)	13.99
Better Spelling (8-10)	13.99
Better Maths (12-16)	13.99
Cave Maze (8-12)	10.99
Count and Add (3-5_	8.99
Fraction Goblins (8-13)	10.99
Fun School 2 (-6) or (6-8) or (8+)	6.99
Fun School 4 (U 5),(5-7) or (7-11)	16.99
Fun School Maths (7-11)	17.99
Fun School Paint & Create (5+)	17.99
Fun School Spelling Fair (7-13)	17.99
Henrieta's Book of Spells (7-16)	8.99
GROLIERS ENCYCLOPEDIA CD32	**22.99**
Hooray for Henrietta (5-13)	8.99
Junior Typist (5-10)	10.99
Magic Maths (4-5)	13.99
Maths Dragons (6-13)	10.99
Maths Mania (8-12)	13.99
Mix and Match (3-5)	8.99
Noddy's Big Adventure (3+)	16.99
Noddy's Playtime (3+)	16.99
Picture Fractions (7-10)	10.99
Reasoning With Trolls (5-12)	10.99
Thomas the Tank Engine	6.99
Thomas the Tank Engine 2	10.99
Thomas the Tank Engine Collection	12.99
Thomas the Tank Engine Paint Pack	10.99
Tidy The House (6-10)	10.99
Robin Hood (8+)	13.99
Scrooge - A Christmas Carol (8+)	13.99
Spellbound (7-16)	8.99
The Three Bears (5-10)	13.99
Thomas The Tank Engine	6.99
Wind In The Willows (6+)	13.99
Wizard Of Oz	13.99

JOYSTICKS &

10 Capacity 3.5" Disk Box	1.99
40 Capacity 3.5" Disk Box	4.99
50 Capacity 3.5" Disk Box	5.99
80 Capacity 3.5" Disk Box	6.99
100 Capacity 3.5" Disk Box	7.99
Analog Joystick Adaptor	4.99
Cheetah 125+	7.99
Cheetah Bug	11.99
Freewheel Steering Wheel (Dig or Anal)	24.99
Gravis Advanced Switch Joystick	22.99
Gravis Gamepad	15.99
Mouse	10.99
Mousemat	1.99
Gravis Gamepad	15.99
Joystick Extension Cable	6.99
Joystick Y Splitter	4.99
Logic 3 Delta Ray Autofire JY156	10.99
Logic 3 Quatro GT Autofire JT155	10.99
Logic 3 Quatro JT154	8.99
Logic 3 Logipad JT160	11.99
Quickjoy Jetfighter	11.99
Quickjoy Pedals	17.99
Quickjoy Topstar	17.99
Quickjoy Turbo	10.99
Saitek Megagrip 2 Autofire MX220	10.99
Screenbeat 3 Speakers SB203	12.99
Screenbeat Power Supply	7.99
Suncom Slik Stick	5.99
Suncom Tac 2	7.99
Wico Q Stick	4.99

3.5" Blank Discs

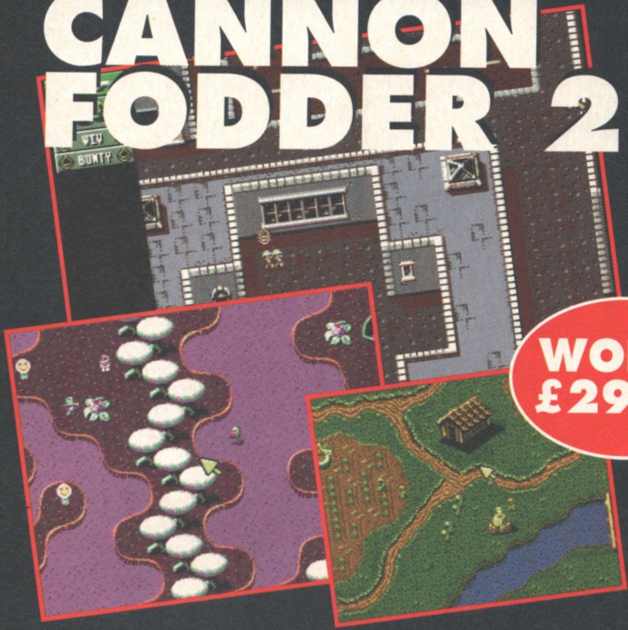
	TDK		PRECISION		UNBRANDED	
	Low	High	Low	High	Low	High
10	5.99	6.99	3.99	5.99	3.50	4.99
20	11.50	13.50	7.50	11.50	6.50	9.50
50	27.50	32.50	17.50	27.50	16.25	22.50
100	52.50	62.50	32.50	52.50	29.99	42.50

RECYCLED DS/DD Low Density
10 @ 2.99 20 @ 5.50 50 @ 12.50 100 @ 22.50

FREE!

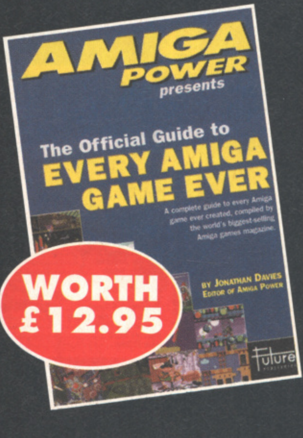
Get one of these two fantastic games completely free when you subscribe to AMIGA POWER

CANNON FODDER 2



ALADDIN

WORTH £29.95



AMIGA POWER presents

The Official Guide to EVERY AMIGA GAME EVER

A complete guide to every Amiga game ever created, compiled by the world's biggest-selling Amiga games magazine.

BY JONATHAN DAVIES
EDITOR OF AMIGA POWER

Future

WORTH £12.95

PLUS!

You'll also get this fabulous AMIGA POWER book – also free!

HOW TO SUBSCRIBE

Complete the form opposite and return to:

AMIGA POWER
SUBSCRIPTIONS,
FREEPOST (BS4900),
Somerton,
TA11 6BR

Or telephone our hotline on:
01225 822511

SUBSCRIBE!

Not bad, eh? A free copy of either *Cannon Fodder 2* or *Aladdin*, and free copy of AMIGA POWER's new book Every Amiga Game Ever.

And a subscription to AMIGA POWER also has the following advantages:

AMIGA POWER
WORLD EXCLUSIVE! CANNON FODDER 2
PUTTY TRAINED...
SUPER STARDUST
MORTAL KOMBAT 2
Don't buy a turkey this Christmas...
OUT OF HIS TREE?
STAY COOL
THE ALL-TIME TOP 100
YOU'RE NICKED!
A NEW KIND OF KICK OFF?

- You get twelve issues for just £39.95 – which roughly works out to two issues free – or £37.95 if you pay by direct debit.
- Or you can buy a special six-month subscription for £18.97 by direct debit.
- Each issue will be delivered to your home at no extra charge.
- Each month you'll get a highly entertaining AMIGA POWER subscriber's letter – that no-one else may read.
- And, of course, you're ensuring your monthly supply of the world's best-selling and, quite frankly, best Amiga games magazine.
- And getting over £40-worth of stuff free!

YES! I'd like to subscribe to ***AMIGA POWER***

Indicate as appropriate

Please send me the following free game

☐ ***CANNON FODDER 2***
☐ ***ALADDIN***

And my free AMIGA POWER book

Cost of a year's subscription:

☐ **UK £39.95**
☐ **UK by Direct Debit £37.95**
☐ **EUROPE £67.80**
☐ **REST OF THE WORLD £96.85**

☐ **6 months by Direct Debit £18.97**

NB: So that you receive your magazines quickly and undamaged, overseas subs are sent Air Mail.
EC customers registered for VAT, please quote your VAT registration number.

METHOD OF PAYMENT *(please make cheques payable to **Future Publishing Ltd**)*

☐ **DIRECT DEBIT**
(please complete Direct Debit form)
☐ **CHEQUE** ☐ **ACCESS** ☐ **VISA**

Expiry date____________________

Card no: ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐☐☐☐

Signature:..

Name (Mrs/Mr/Miss) ....

Address...

....

....

....

..................................Post Code..................

Telephone No..

Please tick here if you do not wish to receive direct mail from other companies ☐

Send this coupon (or a photocopy), together with your cheque if applicable to:

AMIGA POWER SUBSCRIPTIONS,
FREEPOST (BS4900),
SOMERTON TA11 6BR

THIS COUPON IS VALID UNTIL 28 FEBRUARY 1995

AP/MAG/0295

DIRECT DEBIT FORM originator's ID:930763

This form instructs your bank or building society to make payments direct from your account. Please complete all five items and send it to us as directed.

(Banks and building societies may refuse to accept instructions to pay direct debits from some types of accounts)

1. Please write the full address of your branch

To: The Manager

....

..........**bank/building society**

....

....

....

....

2. Account in name of:

....

3. Account no:

☐☐☐☐☐☐☐☐

4. Sort Code:

☐☐ ☐☐ ☐☐

Instructions to bank/building society:

I instruct you to pay direct debits from my account at the request of Future Publishing Ltd
The amounts are variable and may be debited on various dates. I understand that Future Publishing Ltd may change the amounts and dates only after giving me prior notice
I will inform you in writing if I wish to cancel this instruction
I understand that if any direct debit is paid which breaks the terms of this instruction, you will make a refund

Signed ....

Date........................

AMIGA FORMAT PRESENTS

SHADOWFIGHTER

V

Also featuring Mortal Kombat II, Rise Of The Robots, IK+, Stree

Issue 68 O

Battle of the beat-em-ups

IK+, Street Fighter II, Ultimate Body Blows and Elfmania.

On sale now!

COMPLETE CONTROL

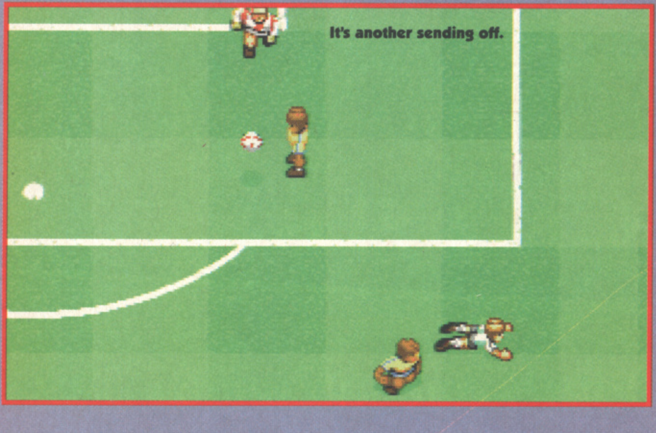
If we were to say that Complete Control aren't the pages you'll be wanting to check out to see what's hot Amiga tip-wise, starting here with some naughty-but-nice small tips, continued over the page with a great *Jungle Strike* guide and then part 2 of Cam's *Cannon Fodder 2* tips, and coming to a climax with the most helpful helpline this side of Clare Raynor, then we'd be fibbing most heinously. *(Eh? – Ed)*

EMPIRE SOCCER

(Empire)

Here's a handy tip, with no amusing intro at all, for *Empire Soccer* which makes beating the computer a far easier task, as sent in by Stephen White of Tyne and Weir.

Select the ten minute game (plenty of time to hammer the opposition) and hold down the Fire button at all times – so even when your player gets the ball, cease running but keep the Fire button pressed. The opposition will immediately slide tackle you, but almost always their actions will be branded a foul and they will be given the yellow (and eventually even the red) card (and sent off). Continue this therefore until only three opposing team members, the goalie and two field men, remain (you'll be lucky to get any more sent off). You can now run rings around them as you should still have your full quota of eleven players. And if you can't win now, then you've been hanging around with Steve McGill for too long.



It's another sending off.

14 PAGES OF INVALUABLE PLAYING TIPS START HERE

Banshee 56
Cannon Fodder 2 62-65
Elfmania 57
Empire Soccer 56
Jungle Strike 58-61
K240 57
Last Resort 66-67
Sim City 2000 57
Theme Park 56
(That's enough tips. – Ed)

BANSHEE

(Core)

We all know the A1200 cheat from last issue, of course (Enter your name as 'I AM EXQUISITELY EVIL' or 'FLEV17' into the highscore table for Gore mode and level skip with the F keys respectively.), but here are the ones for the CD32 version.

Enter your name as 'MARY WHITEHOUSE' on the high score table for 'kill the polar bear' mode, or enter it as 'KANNIJADE KREW' to become invincible, and level skip with the two buttons on the top of the joypad. Cor.

You'll need to be invincible to defeat this fella.

THEME PARK

(Bullfrog)

A multitude of cheats? You betcha. An introduction with even a molecule of innovation? You'd be lucky.

Insert disk three to load without the intro sequence, advises Michael Filby of Bedfordshire, and as the screen goes blank press C a few times. Once the game has loaded, select a new game, then when you get to the map screen you should notice that your player's name has changed to 'It's You, Buddy'. Now when the game starts, you will have a tidy sum of cash in your bank account, eliminating the need for annoying loans with the irritating credit payments.

You could also try calling your park 'FLIGHT SIM', as Fergus Reid of Glasgow did on his AGA version. And if Fergus is to be believed in anyway, you will now start the game with 200K instead of the usual130K.

Or you could enter your name as Demo for a ready made park. Or Position a bouncy castle anywhere in the park (positioning the entrance and exit anywhere you fancy), pause the game until you notice the writing above the entrance speeding up, and type L, (pause), I, (pause), V, (pause), E, (pause), C, (pause), A, (pause), S, (pause), H, (pause), P and P. You should now get a new shop and ride every year. Just like Glen Braley of Poole claims to have done.

Look at 'em! Drinking tea while the world crumbles around them.

And don't forget that to get the biggest, fastest, longest, highest, and bestest rollercoaster without having to pay for it, place your roller coaster doorway where you want it, build the smallest loop you can around it using the least number of sections possible, open it up but close it down straight away (to only be charged for the tiny ride), and remove the tiny loop and build your 'coaster to your heart's content without having to send another penny, just as James Binns told you to do in his big guide in issue 45.

ELFMANIA

(Renegade)
Completely great, or a bit cack? It depends who you believe, because *Elfmania* was one of those games that, in spite of the fact that virtually every other magazine on the shelves from *("Currant Bun" – Ed)* to Good Housekeeping (all right, maybe not quite that far) reckoned *Elfmania* to be completely great, we reckoned it was a bit cack. Some said we were wrong, some said we were just being our usual cynical selves, and someone even said "in that case, I'm not paying for the pizzas," but admittedly that was about something completely different. Still that hasn't stopped Steven 'Prize Winner' Hyde of Nottingham sending in a tactical guide for us all to share.

GAMING TACTICS

PRACTICE – A good way to practice is to start a two player game and practice against a static opponent. This obviously won't help you much in learning attack patterns, but should get you co-ordinated with the controls.
THE MAP – The easiest way to do this is to go around bashing all of the weedy characters (that is to say Taike, Tenko and Janika) until you get enough money to buy Seven or Kosken, then link the wins together by beating the rest.

THE CHARACTERS

JANIKA

Long range kicks, good special weapons, but weak and short punches.
PLAYING AS – The head-butt is particularly useful for dodging weapons and punches. A good method of beating opponents is to kick them in the face and quickly activate the special move.
PLAYING AGAINST – Keep your distance. Kicks from anyone are effective, along with Seven's sword, Matiki's axe or Kosken's punches.
SPECIAL MOVE – Hold down Fire and press Away.

TENKO

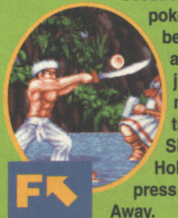
Long limbs mean good kicking and punching range. Weak though.
PLAYING AS – His long reach is his number one feature, so keep moving, kicking, punching and ducking whenever appropriate.
PLAYING AGAINST – Don't stop moving and kicking, but be ready to avoid his special move.
SPECIAL MOVE – Hold down Fire and press Away.

TAIKE

Fast, effective special move, long range kicks, but weak.
PLAYING AS – He's got a speedy recovery, so you'll be wanting to get in close and bash and kick as fast as possible.
PLAYING AGAINST – He zips about like a total madman, so prepare yourself for his lightning-fast tactics.
SPECIAL MOVE – Hold down Fire and press Away.

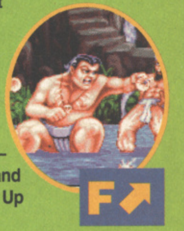
SEVEN

Good points with this fellow include his long range sword, special weapon, and speed.
PLAYING AS – The Ken of the Elf Mania world, Seven is the best all-rounder, fast, and a dab hand with the old sword.
PLAYING AGAINST – Very hard to beat, because of his pokey-pokey sword, so the best tactic to adopt is to one of jumping around madly all over the place.
SPECIAL MOVE – Hold down Fire and press diagonally Up Away.



KOSKEN

Slow and dumpy, but powerful and hard to injure.
PLAYING AS – With the exception of Matiki, just punch your opponent in the face and go in for the attack.
PLAYING AGAINST – Again speed is the key, and he won't know what's hit him. Head butts are particularly useful for dodging his lethal slap.
SPECIAL MOVE – Hold down Fire and press diagonally Up Towards.



MATIKI – His axe is short range only, but otherwise he is a good all rounder.
PLAYING AS – Blaze away relentlessly with your axe when in close, kick when at a distance.
PLAYING AGAINST – He has an annoying tendency to chop your head off, but the smack in the teeth/special move routine can prove quite a boon.
SPECIAL MOVE – Hold down Fire and press diagonally Up Towards.

DON'T FORGET

Two things. Firstly, please send all your tips to:

Complete Control,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW

And secondly, never agree to superglue your head to a railway line, not even for a bet.

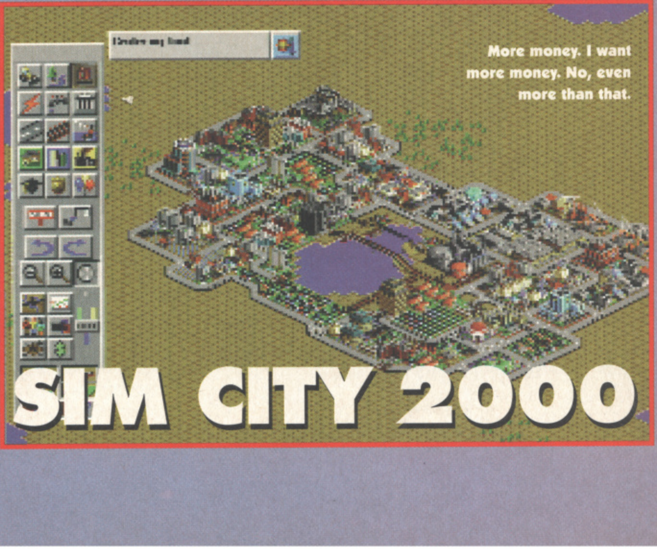
K240

(Gremlin)
Well, it may be a bit old, yes, but Andrew Stoke of Newcastle-Upon-Tyne has come across a secret alien to play against which you may not know about. Of course, you might. But we were kind of hoping for the sakes of this page that you wouldn't. Anyway, on the disk operations screen, select to play a loaded game, but when you are asked to insert your game save disk, leave in disk two and click the left hand mouse button. When the saved game list now appears, click on slot one (title Babylon 5), and you'll get the extra hard opponent we promised.

Look out! That rock's on fire.

SIM CITY 2000

(Maxis)
Fans of the original game ought to be familiar with Glenn Braley of Poole's way of thinking here. Start a new game, any year on Hard level, type 'FUND' (in capitals) until your cash is at $60,000 (replying 'YES' to all queries), then nip into the budget menu, into bond repayments, click on 'REPAY BOND' and say 'YES' to 'repay bond at 3%'. You should now get $50,000 every year.



More money. I want more money. No, even more than that.

JUNGLE

Previously unmentioned sons of villains killed at the end of the previous game giving you trouble? Let Paul Mellerick apply the SOOTHING BALM OF RIGHTEOUS VENGEANCE.

Ha. Didn't see that coming did ya. Another one bites the dust.

Nice explosion, that one. Bet you can see that for miles.

Four different vehicles, nine different campaigns, at least fifty missions – THE LIST IS ENDLESS. And unless you know someone who's been through the game time and again you're going to have lots of problems with *Jungle Strike.* I have been through the game time and again, and shall be your mighty guide to success and glory.

CAMPAIGN 1: WASHINGTON DC PASSWORD: 0000000000

Washington DC is under attack, and the president's life is in danger. You must save both for the fun of it. You're going to do a lot of flying around the city, so take a note of where the fuel drums are and keep one eye on the fuel gauge – you don't want to be too far away from a fuel drum when you need it most. One of the petrol stations hides a useful armour crate, so blow up the stations after you've looted their fuel. This introductory campaign gets you used to the feel of the helicopter, but it's still capable of causing the unwary a few minor problems.

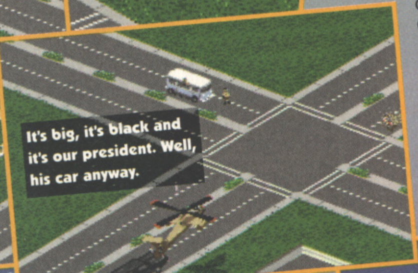
Mission 1: Protect the Monuments
Start with the monument directly above the launch pad and use a Hellfire and three Hydra missiles to get rid of each HARV. The unit to the west of the monument conceals an armour crate. Now rush to the other two monuments before they are destroyed.

Mission 2: Terrorist HQs
Typically, these terrorists haven't planned ahead, so you've only got to worry about soldiers with AK47s and the odd twin-gun which won't give you too much trouble. Use your chain-gun to take out the AK47s and Hydras to blow up the twin-guns. You need to destroy three HQs to complete the mission, but collect all four commanders and you'll get a bonus.

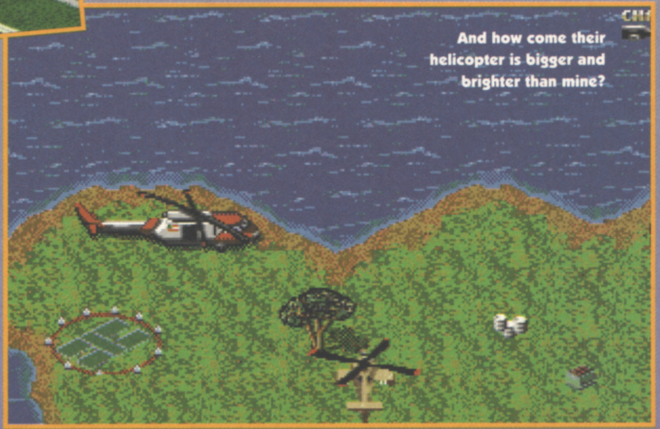
Mission 3: Car Bombs
Watch out for the station wagons (the car bombs) because they are very fast and will also fire at you as you try to shoot them. You haven't got a lot time to destroy them once you've found them, so get in close, and let fly with a few Hydras to get rid of them as quickly as possible.

Mission 4: Agent Akbar
Not so much of a problem this mission. Just locate the house and circle around it, firing your chain-gun to take out the AK47s. You can shoot the police cars if

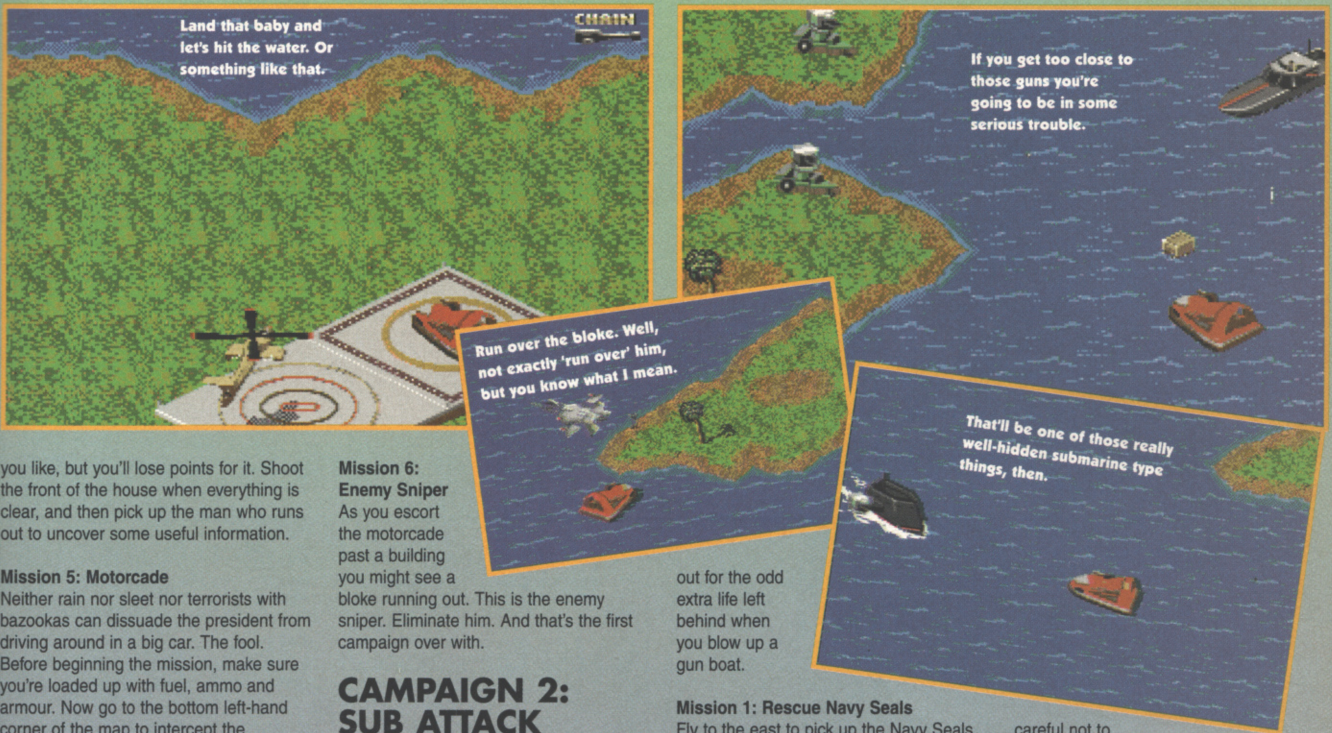
Go on, take out the Police car if you really feel the need to.


It's big, it's black and it's our president. Well, his car anyway.

Let's just hope the two people you shot were the enemy, okay.


And how come their helicopter is bigger and brighter than mine?

STRIKE



Land that baby and let's hit the water. Or something like that.

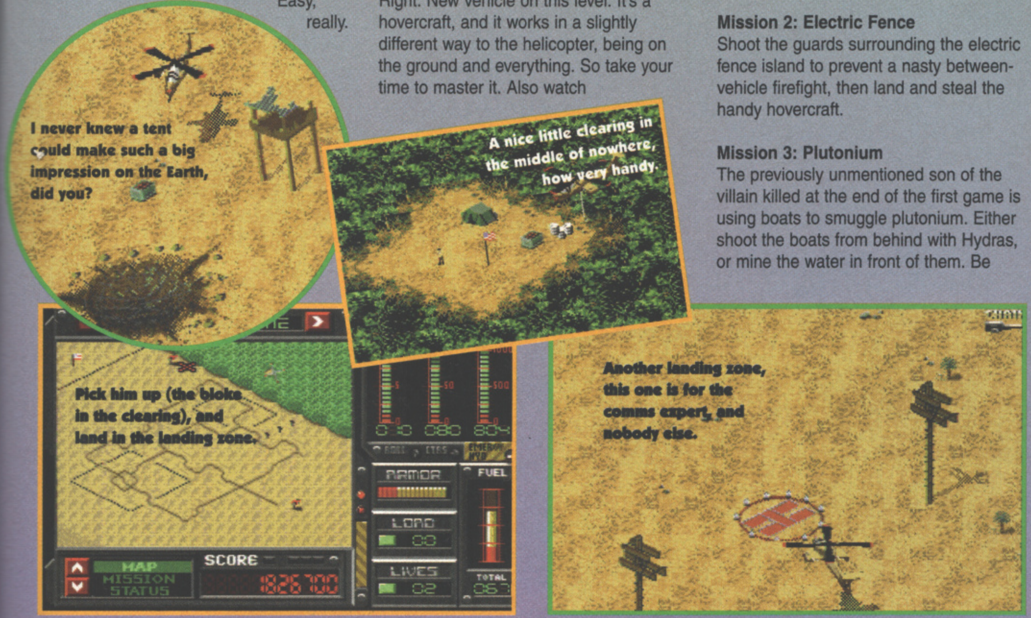
If you get too close to those guns you're going to be in some serious trouble.

Run over the bloke. Well, not exactly 'run over' him, but you know what I mean.

That'll be one of those really well-hidden submarine type things, then.

you like, but you'll lose points for it. Shoot the front of the house when everything is clear, and then pick up the man who runs out to uncover some useful information.

Mission 5: Motorcade
Neither rain nor sleet nor terrorists with bazookas can dissuade the president from driving around in a big car. The fool. Before beginning the mission, make sure you're loaded up with fuel, ammo and armour. Now go to the bottom left-hand corner of the map to intercept the motorcade, and fly slightly ahead of it, destroying the buses and AK47s you come across. Easy, really.



I never knew a tent could make such a big impression on the Earth, did you?

A nice little clearing in the middle of nowhere, how very handy.

Pick him up (the bloke in the clearing), and land in the landing zone.

Another landing zone, this one is for the comms expert, and nobody else.

Mission 6: Enemy Sniper
As you escort the motorcade past a building you might see a bloke running out. This is the enemy sniper. Eliminate him. And that's the first campaign over with.

CAMPAIGN 2: SUB ATTACK PASSWORD: RL6PDY39SPM

Right. New vehicle on this level. It's a hovercraft, and it works in a slightly different way to the helicopter, being on the ground and everything. So take your time to master it. Also watch out for the odd extra life left behind when you blow up a gun boat.

Mission 1: Rescue Navy Seals
Fly to the east to pick up the Navy Seals, using your chain-gun on the AK47s. Now drop them next to their helicopter, so they can switch off the electric fence.

Mission 2: Electric Fence
Shoot the guards surrounding the electric fence island to prevent a nasty between-vehicle firefight, then land and steal the handy hovercraft.

Mission 3: Plutonium
The previously unmentioned son of the villain killed at the end of the first game is using boats to smuggle plutonium. Either shoot the boats from behind with Hydras, or mine the water in front of them. Be careful not to hit the plutonium itself. If you miss a boat, you've still got a chance to recover the plutonium as it's driven away in a lorry: use Hydras for this.

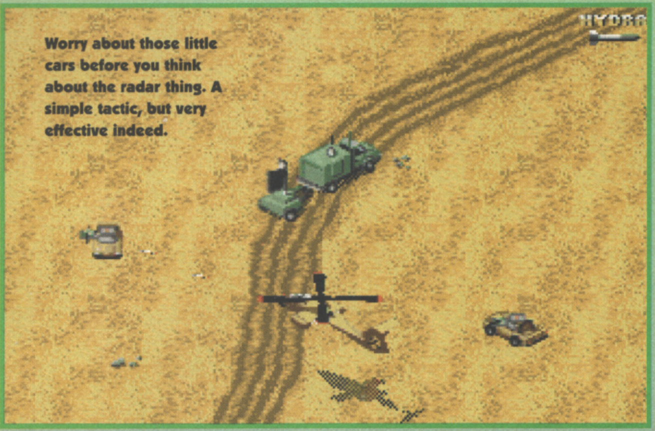
Mission 4: F-15 Pilot
Shoot the AK47s and rescue the drowning pilot who can then be used as a replacement wingman. Destroy the F-15 to prevent it from falling into enemy hands, so forcing them to go out and buy one on the international markets. Or something.

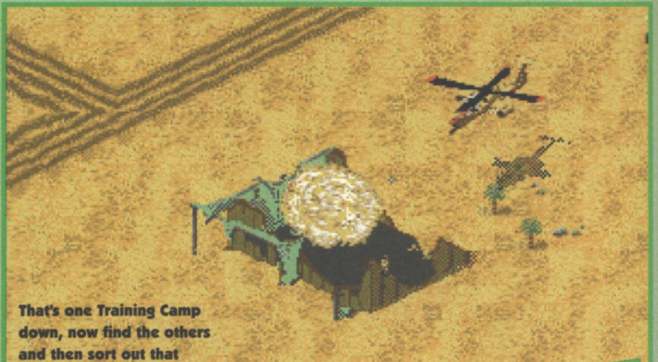
Mission 5: Nuclear Subs
Disable the subs with a mine placed directly in their path and fire Hydras at them until they blow up. Then stop.

CAMPAIGN 3: TRAINING GROUND PASSWORD: 9VMPK39W4HS

Back to the helicopter for this one.

Mission 1: Training Camp
Don't take on the first mission straight away, firstly fly down (or south, compass fans) and blast the car to ➤


Worry about those little cars before you think about the radar thing. A simple tactic, but very effective indeed.


That's one Training Camp down, now find the others and then sort out that Nuclear Reactor thingy.

gain a speed winch. Hydra the gun towers in a precautionary manner, and then use the chain-gun to destroy the tents, so securing any power-ups beneath.

Mission 2: Landing Zone
Go to the clearing and retrieve the man. Examine the map to find the landing zone, and destroy the guard tower to prevent attacks as you drop off people later on.

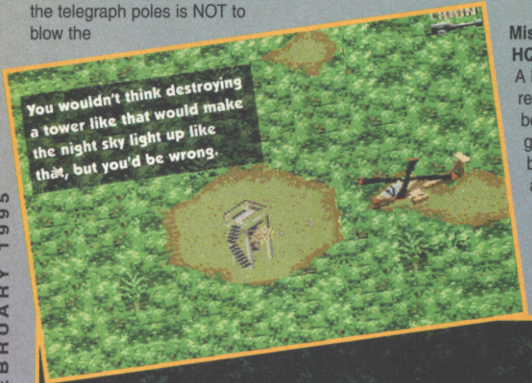
Mission 3: Mobile Radar 1
A Sheridan tank is a Bad Thing. There are large numbers of them on this level, so use your chain-gun to destroy the radar units, saving your Hydras (and possibly Hellfires) to rout the tanks.

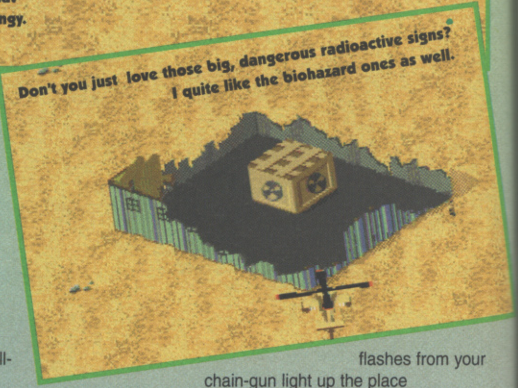
Mission 4: Communication Expert
There are plenty of huts to blow up, and although some of them do have people inside for you to rescue, use the map screen to suss out which particular one houses the communication expert. A useful tip when you've dropped him off at the telegraph poles is NOT to blow the poles up, because you'll ruin the mission and have to start all over again. Just like I did the first time around when I thought I was being clever. Oh, and as you fly out of the north-west corner of the area you'll see a tank. Destroy it for an extra life.

Mission 5: Tank Depot
Prioritise your responsive monitored contingencies, and destroy the active (moving) tanks before the dormant (stationary) ones. Make sure you drop off all the people you're carrying at the landing zone, then find some ammo and fuel before entering the depot. Completely obvious yes, but I tell you this anyway. And if you see anyone running out of the tank, be a love and pick him up. You might get some armour points out of it.

Mission 6: Mobile Radar 2
Exactly the same as it was on mission three. So do exactly the same as you did then. You need only destroy two units to complete this mission.

Mission 7: Training HQ
A bit of reconnaissance before you actually get down to the business of attacking things is in order on this mission. Plan your attack, then zoom in and demolish the huts, capture those commanders, collect those vital codes and then, as if by magic (© Paul Daniels) the nuclear reactor will appear on your map.


You wouldn't think destroying a tower like that would make the night sky light up like that, but you'd be wrong.


Don't you just love those big, dangerous radioactive signs? I quite like the biohazard ones as well.

Mission 8: Nuclear Reactor
The reactor is, of course, supremely well-guarded. Destroy the towers, Gatling guns and tanks as you see fit, and then blow up the buildings. Keep blowing them up until you destroy the one with the nuclear box control thing in it.

CAMPAIGN 4: NIGHT STRIKE PASSWORD: XTHC9XTLMZF

Who turned out the lights?

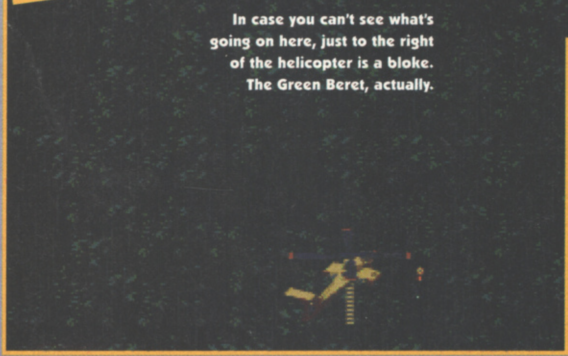
Mission 7: Weapons Commander
Up until now, in true *Strike* style you should have taken all the missions in the correct order. Well, now's the time to change all that and attempt mission seven before you start. Capture the commander and make him give you the location of all the fuel drums and ammo crates.

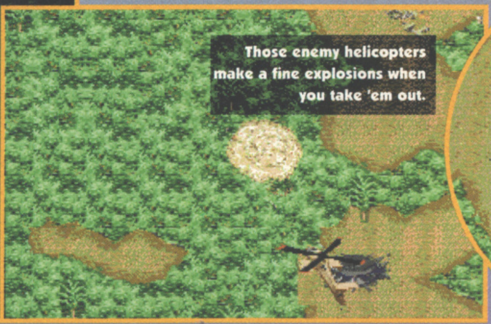
Mission 1: Watch Towers
Now you've got the location of the fuel and ammo, on with these missions. Unlike, for example, *Tower Assault,* you can't turn up the brightness on your monitor to make things clearer, but the flashes from your chain-gun light up the place adequately. The towers are arranged in a circle, so follow them around. Destroy the towers for a rewarding explosion, although you're only really required to pick off their gun crews.

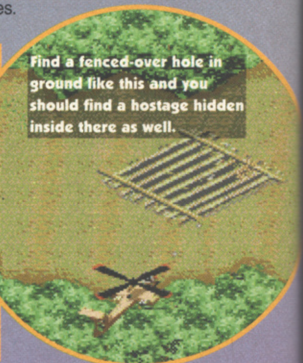
Mission 2: Green Beret
Examine map. Pick up green beret from appointed place. Go to village north of appointed place. Destroy ACAR with Hellfire rockets. Drop off green beret.

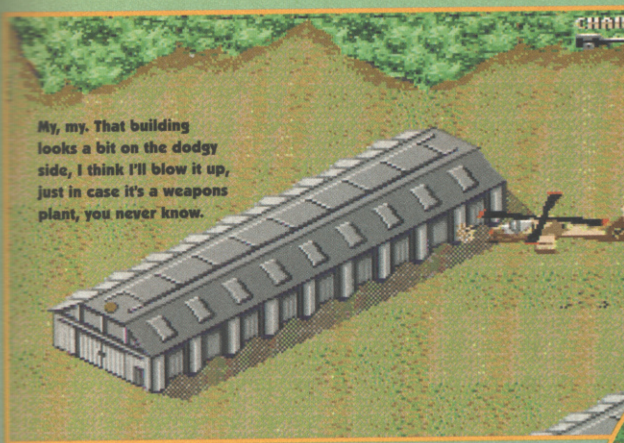
Mission 3: Helicopter Pads
The pads are guarded by helicopters (no, really) so take things slowly to give yourself plenty of time to dodge any air-to-air missiles. Destroy the helicopters with Hellfires and shoot up the pads with your chain-gun, looking out for hidden prizes.

Mission 4 & 5: Scientists and POWs
Both the scientists and the POWs are held in the same area, so treat both missions as one. Just remember to shoot the guards next to the cells before you rocket them open, and watch out for the odd AK47 popping his ugly little head up from somewhere in the bushes.

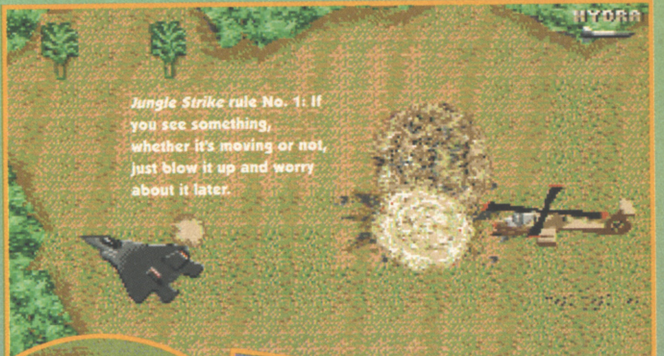

In case you can't see what's going on here, just to the right of the helicopter is a bloke. The Green Beret, actually.


Those enemy helicopters make a fine explosions when you take 'em out.

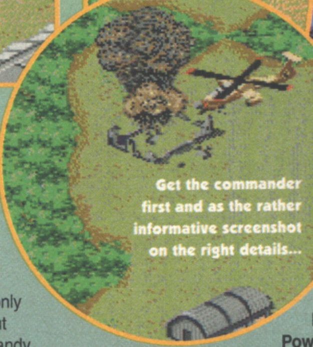

Find a fenced-over hole in ground like this and you should find a hostage hidden inside there as well.



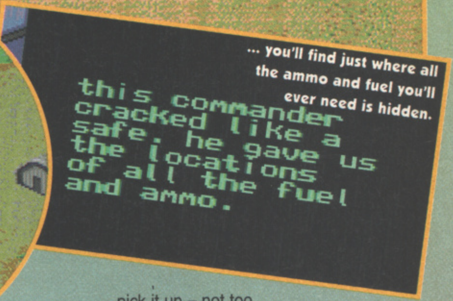
My, my. That building looks a bit on the dodgy side, I think I'll blow it up, just in case it's a weapons plant, you never know.



Jungle Strike rule No. 1: If you see something, whether it's moving or not, just blow it up and worry about it later.



Get the commander first and as the rather informative screenshot on the right details...



this commander cracked like a safe. he gave us the locations of all the fuel and ammo.

... you'll find just where all the ammo and fuel you'll ever need is hidden.

Mission 6: Weapons Plant
The best way to attack the plant is from the top downwards. Concentrate on the ACARs first, and then destroy everything you see, whether it's moving or not. Oh, and you can see that the place is sort of split into two halves, yeah? Well, just north of the lower half (some would say in the middle), you'll find an extra life hidden under one of those pad things.

CAMPAIGN 5: SAN PULOSO CITY PASSWORD: VNGZKRV7SGG

Here's the second new vehicle – the Assault Cycle. It's big and it's heavy but it's got good weapons. There's a speed winch hidden in buildings by the hostages on mission one, and an extra life in the buildings north of the UN landing zone.

There's not much fuel or ammo on this level, so take care. There's some extra to be found under the buildings, so shoot all those you see.

Mission 1: UN. Rescue
Lots of hostages to rescue, 21 to be precise, but remember you can only hold six at a time. You need only rescue 18 to finish this mission, but those other three could come in handy later on if you need extra armour.

Mission 2: Drug Plant
Use the chain-gun to destroy the buildings in order to conserve your rockets, and then pick up the men inside. Retrieve or destroy the drugs, it's up to you.

Mission 3: Counterfeiting
Again the buildings don't take much to blow up, and again anyone running out of the wreckage should be picked up instead of shot, but check behind you for reinforcements showing up.

Mission 4: Power Grid
At this stage of the game you don't want to fly into a Danger Zone (or you WILL pay the price) so approach from the north and just chain-gun the power lines until they blow up. There's a building to the north of power lines that will give you two (count 'em) ammo crates.

Mission 5: Armoured Cars
Don't follow the game advice here. Instead, take your helicopter and destroy the labs in the downtown area, where the counterfeiters' hideouts were, which will flush out the cars. Fly south. Just above the landing zone is a police station. Land here to get the assault cycle. As with the hovercraft, play around with it for a while to master the controls, and then hunt the cars. Mine their paths as you did with the gunboats in campaign two (remember?) for maximum effect.

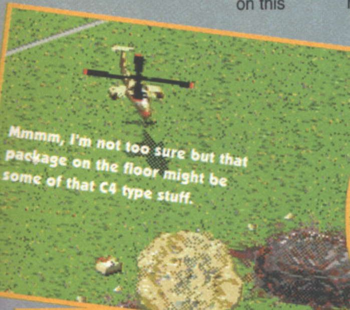
Mission 6: Detonators
As you blow up the cars, some of them will leave a detonator behind. Slowly drive towards and over the detonator to pick it up – not too fast or it will blow up.

Mission 7: C4 Explosives
You've finished with the bike now, so return to the helicopter. Use your Hydras to destroy the MLR units defending the warehouse, then chain-gun the building and pick up the C4.

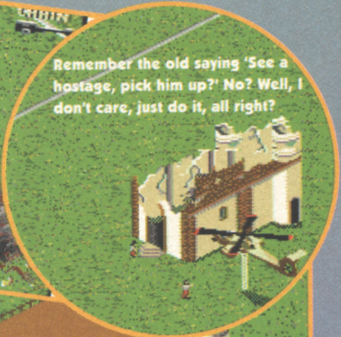
Mission 8: Drug Lord War Room
Find the war room and destroy the patrolling lorries. Land. Your co-pilot will run into the building to set the explosives. While he's doing this, shoot the reinforcements. Pick up your co-pilot and revel in the explosion of the sinister war room. Return to base.

The files are now closed upon *Jungle Strike* until next month. Meanwhile, you could, say, try playing the game yourself, or possibly concoct a plausible scheme by which the helicopter pilot could have picked up his wingman using a winch designed to be operated by that very wingman and which he therefore couldn't have reached. Computer game logic, eh? We love it.

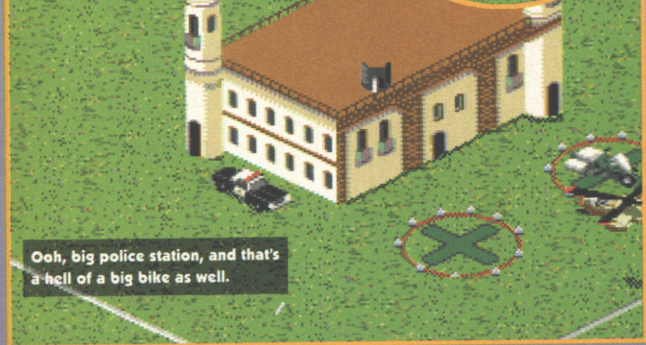
● ***PAUL MELLERICK***



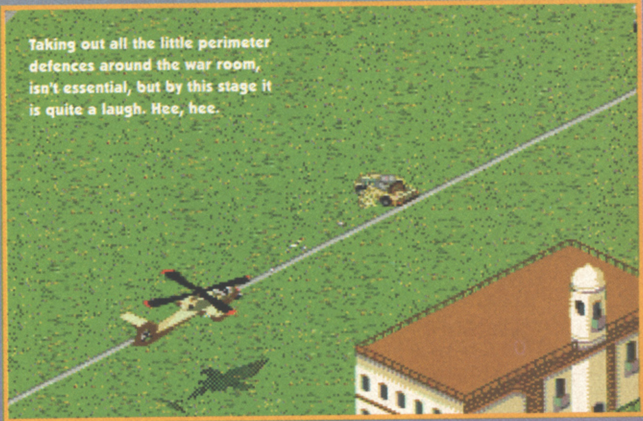
Mmmm, I'm not too sure but that package on the floor might be some of that C4 type stuff.



Remember the old saying 'See a hostage, pick him up?' No? Well, I don't care, just do it, all right?



Ooh, big police station, and that's a hell of a big bike as well.



Taking out all the little perimeter defences around the war room, isn't essential, but by this stage it is quite a laugh. Hee, hee.

CANNON F

And we're off again. This month has seen Cam clawing painfully through a few more missions, making him realise just how difficult *CF2* is compared to the original. It's for this reason that we're now telling you that this is a guide, rather than a solution to the game. Even if you follow these instructions perfectly, it's no guarantee that you'll finish each phase, as the baddies are so rocky tough that all it takes is one missed baddie to end your plans for world domination and leave your team in a sticky, squelchy pool of their own viscera. But anyway, here goes:

MISSION 6

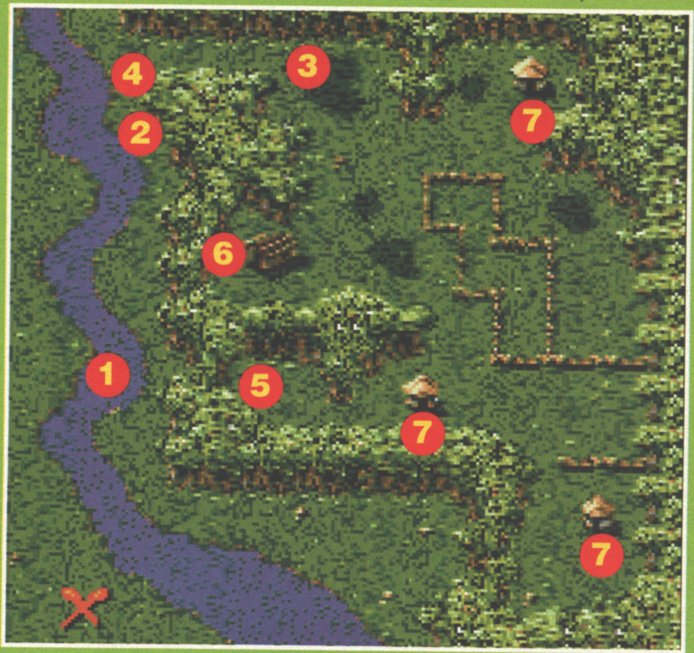
Phase 2

Many levels in *CF2* put you in the firing line from the start by having a few misguided fools running straight at you, and this one's no exception.

Blow them away, and then head straight up the bank until a third soldier on the far bank spots you and starts to swim towards you. Blast him as he flounders in the water, then cross the river (1) and halt the team at (2).

Split one guy off to charge the enemy rocket (3) and then put a couple of guys in the battering ram (4) to protect them during the dash to the grenades (5).

You can take out one hut (6) from this position by lobbing a grenade over the bushes, and then it's just the tricky matter of dodging the hail of incoming fire and blowing up the remaining three huts (7) to finish off the phase.

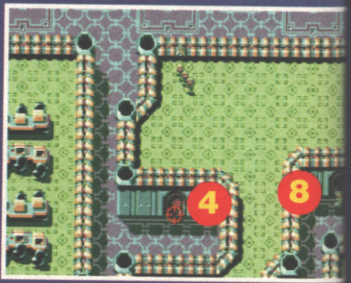


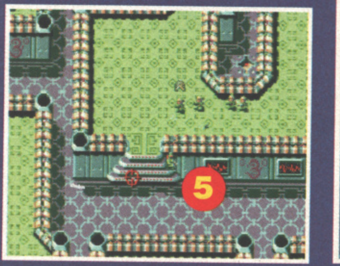
MISSION 7

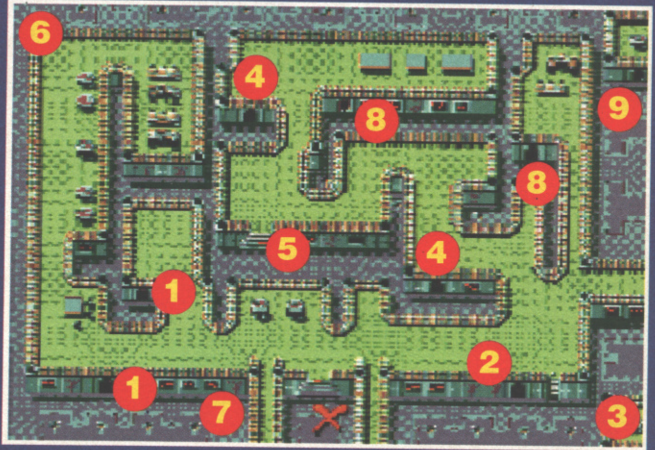
Phase 1

This one's SOOOOO hard, incredibly fiddly and takes ages to do, so bear in mind that this is the least dumb way of doing it that I came up with, rather than the cleverest or cleanest way. Due to the rims on the elevated sections, you can't fire rockets very far, but thankfully, the explosions are big enough to take out doors when you shoot directly down at them. Rocket two doors at (1). Split a man off and stand him above and to the left of the door (2) to make the turret (3) take a shot at you, blowing the door off. This leaves you two rockets for two more doors (4) before you descend at (5). The narrow corridors force you to advance in single file, and a single enemy soldier can gun you down in seconds, so leave the team at (5) and send a single man to clear the way to (6), then bring up the team and grab the grenades (7).

There're now five targets (three doors, two turrets) but only four grenades, so after bombing two more doors (8) send a man to stand by the last door (9) so the turret'll fire at him. Hopefully the explosion will take out the turret as well as the door, which just leaves the turret at (3) to bomb to finish the level, and for what it's worth, it took me over 20 goes to finish this.



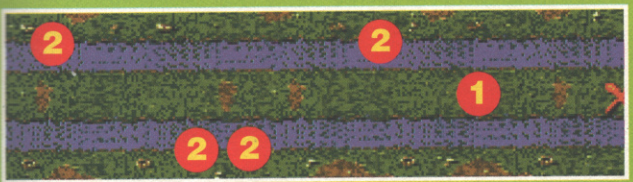


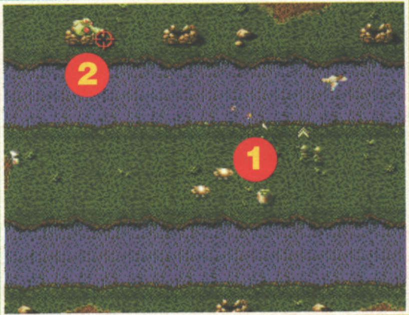


Phas
There's
haw wa
and a s
which i
for, sim
galls m
left aliv
Cannon
foolhar
just jun
ram an
pressu
end. Jo
Th
doing i
rockets
the ext
with a
doing t
be too

Pha
You c
level,
MOVI

FODDER 2





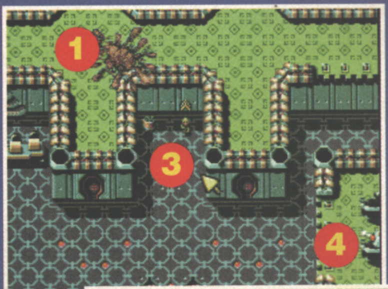
Phase 3

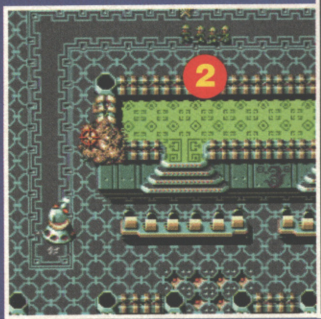
There's a redneck yee-haw way of doing this and a sensible approach, which is the one I'd go for, simply because it galls me to leave anyone left alive in any level of *Cannon Fodder*. If you're foolhardy and reckless, just jump in the battering ram and activate the pressure pad at the other end. Job done.

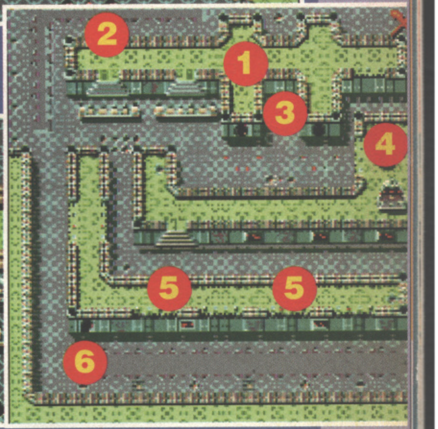
The cleaner way of doing it is to pick up the rockets and grenades (1) and then inch forwards carefully with your pointer at the extreme left of the screen. Every time a turret comes into view (2), blast it with a rocket and then run back a bit, just in case it fires at you. While you're doing this, there's a smattering of soldiers to shoot, but this one really shouldn't be too much of a problem.

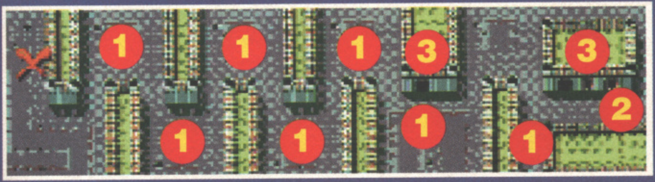
Phase 4

Head left and shoot the launcher (1) before stopping at (2). A funny dalek thing will spot you, take a few shots and ultimately blow itself up like the stupid knucklehead it is, so wait until it's dead before rushing in to shoot everyone and grab the rockets (3). Take out the turret (4) first before blasting the doors, then shoot the two launchers (5) guarding the final door (6). It's as simple as that.



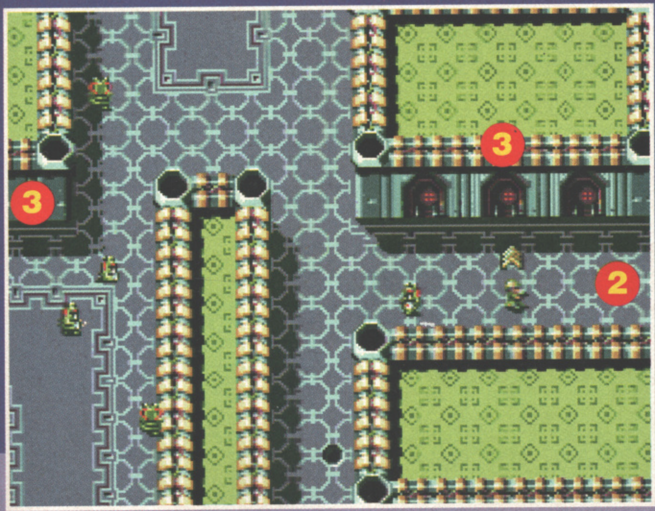






Phase 2

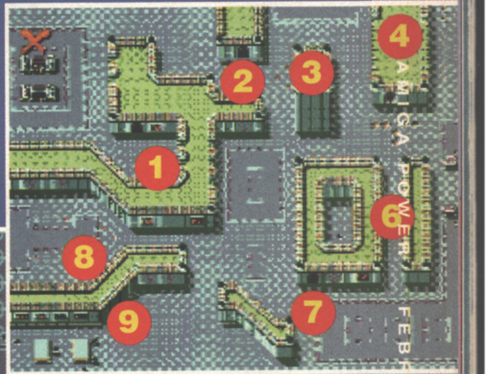
You only need one man to finish this level, so split one off and KEEP MOVING all the time. Simply charge down the level shooting all the rocket launchers (1), pick up the grenades (2) and blast all four doors (3). Easy-peesy lemon squeezy.

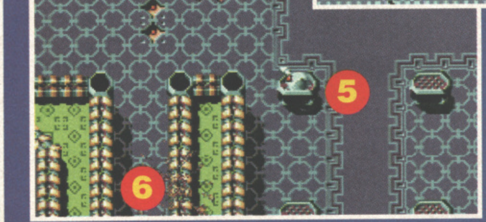


Phase 3

You need every single grenade in this phase, so don't start lobbing them around with reckless abandon.

Pick them up at (1) and then use one to blow up the door nearby. Split off one man without grenades and stand him near the door (2) whilst keeping an eye on the enemy launcher (3). As soon as he fires at you, head down and watch his shot take out the door for you, then kill him for his troubles. Kill the next launcher (4) before getting in the turret (5) and taking out the next door with it, then finish off this lone soldier's valiant run by killing the final launcher (6). Reunite him with the rest of the team to blast the last door (7) and grenade the roving car (8) from (9). Survivors need to be mopped up from the area near the car, and also from the central section near (7), which can be machine gunned from the top. Like floppy fish in a very small barrel.

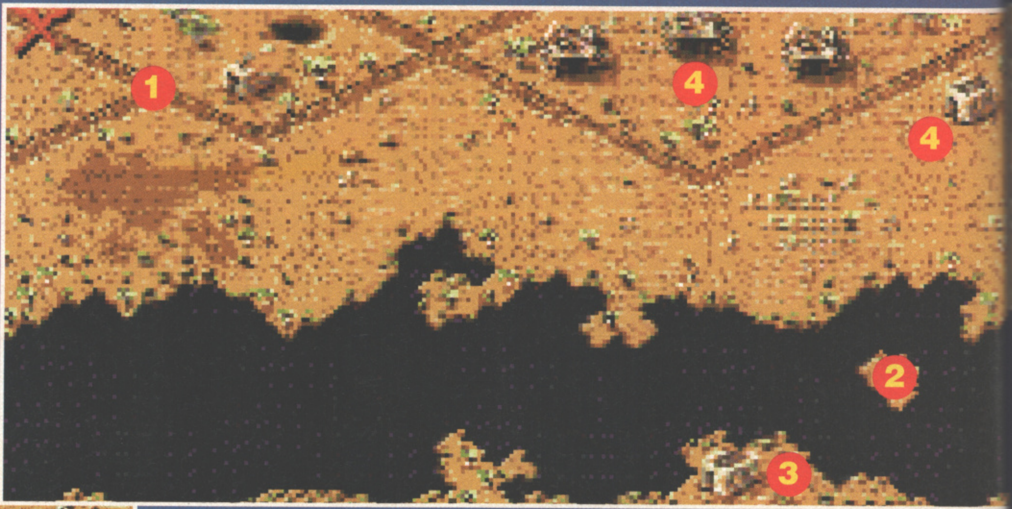


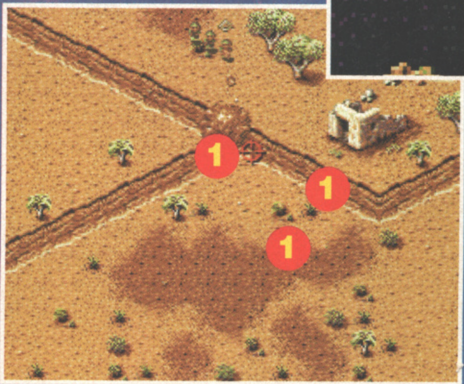


MISSION 8

Phase 1

The story jumps implausibly back to modern day Beirut, to a phase that's littered with that scourge of the contemporary battlefield – mines. Honestly, they're absolutely everywhere, and they're so small and well concealed that you can't really see them at all, even if you know where to look. We've shown the first few for you (1) but the best plan is to decide where you're going to go, and then spray the area with gunfire before you move, as your shots will detonate the mines and avoid one of those unpleasant and embarrassing "Oh no, there go my legs" incidents.





Avoid the roads completely as they're heavily mined, and head straight down from the start to the edge of the oil, before making your way along the coast to the grenades (2). Getting to the little island they're on is a bit hard due to the fact that the attacks from above don't really stop, so the best way is to split the team so there's always someone out of the water who can fire back. Once you're on the island, you can take out the hut on the other side (3) by going to the extreme left of the island and throwing a grenade – it'll just about reach. Once again, split the team to allow each section to give covering fire as they head back to the mainland, then cautiously make your way up to the top to blast the remaining two huts (4). As in previous levels, don't charge straight at an enemy soldier, 'cos he'll probably kill you. Instead, move at an angle to him by clicking to one side of him, and his shots should go wide.

As I said, the main problem is still the mines, so even if there aren't any enemies around, always fire before you move.

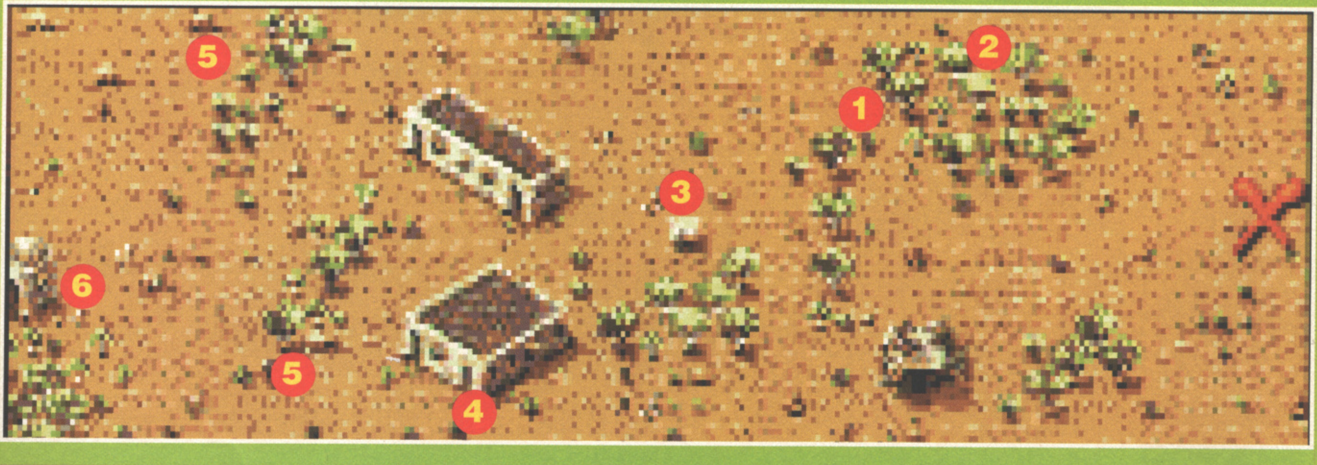
Your ammunition's inexhaustible and everything, so it's not as if you have to be stingy.

MISSION 9

Phase 1

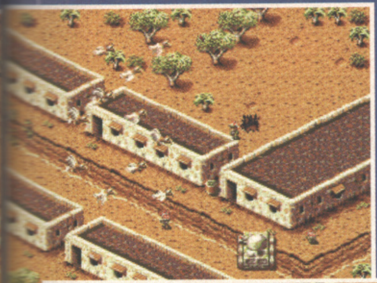
There're quite a lot of enemy launchers in this phase, but if you follow this route, most of them will hit nearby trees and blow themselves up, so that's all right then.

Take the first enemy launcher (1) for example. If you make a bee-line for the grenades (2), he'll blow himself up, which leaves you free to keep an eye on the helicopter, which should fly around a bit before settling down. The moment it does this, waste it by rolling a grenade under its skids, and then head straight down to the bottom before setting off for the left hand edge of the map. There's a turret you can use (3) but I wouldn't bother if I were you as it just exposes you to enemy fire. Instead, simply keep to the bottom, shoot the mine at the corner of the building (4) and keep going towards the launchers (5) who've hopefully managed to blow themselves up. All that's left is a mad dash through a clump of enemy soldiers towards the final door (6), which is guarded by a launcher.



Phas
Hard, H
failure c
on whe
bloke in
enemy
rams yo
you in a
since th
team, y
to hop
jeep. S
one ma
only wa
and spl
enemy
to chas
him to
the left
man an
Th
this is
under t

s (4).
e
he'll
t an
de of
e.
s
en't
ible
u



Phase 2

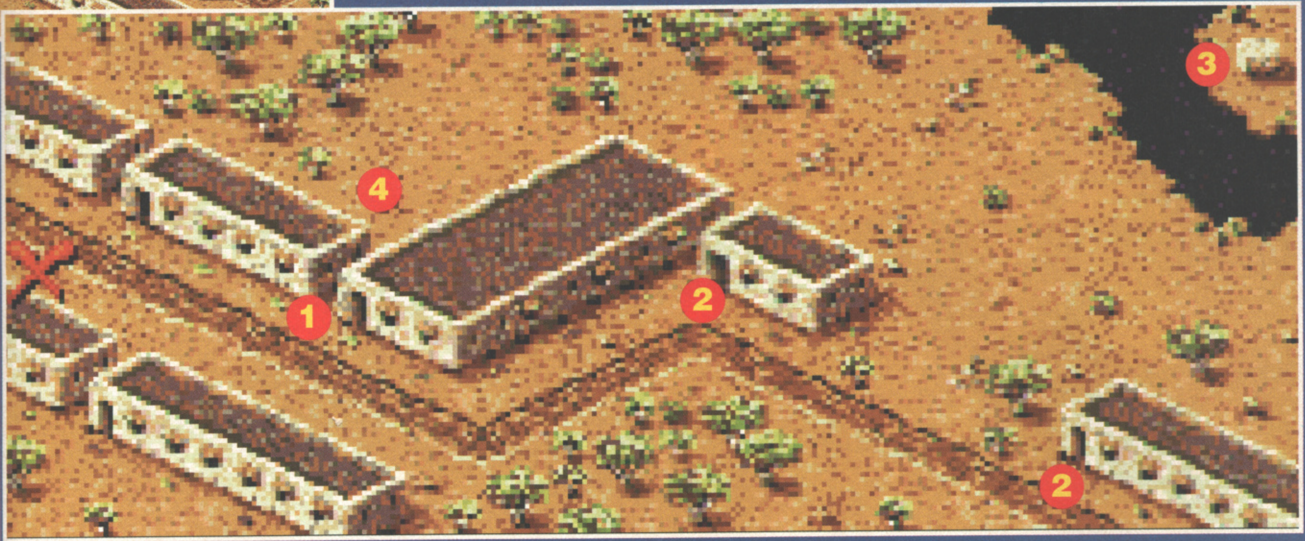
Of all the levels of *CF2* we've covered so far, this one looks the most realistic, don't you think? Like an average street in a little Beirut market town perhaps? It's because it looks like a real street, I think.

Anyhow, the level starts with your team staring down a tank barrel, which is not a good situation to be in, in real life too. If you stand still, then you'll get blown into bloody tatters, obviously. However, if you sidestep it, you'll be able to nip round the side of it, grab the rockets (1) and carry on down the street. Blast all the passers by and blow up the doorways (2) and then turn around and wonder what the flip you're going to do about the tank.

You can't actually destroy the tank with your rockets, but if you can lure it to the end of the street, there's a slight chance that you can take it out with a long range shot from the turret (3).

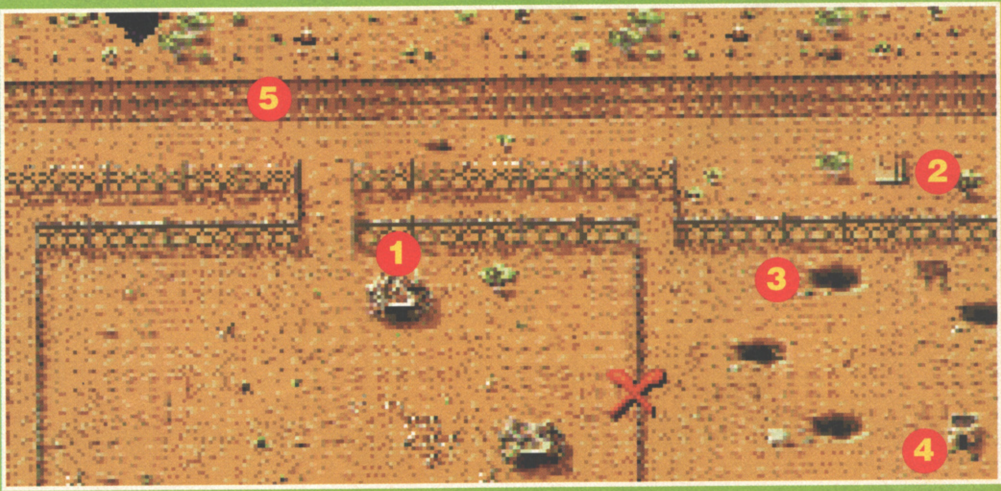
Alternatively, you can run round the back of the buildings (4) and shout rude words at the tank crew, forcing them to fire at you, hitting the building and killing themselves in the process.

Those tankies, hey?

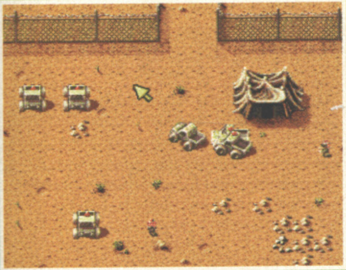


Phase 2

Hard, Hard, HARD! Success or failure of the entire level depends on whether you can get a single bloke into your jeep before an enemy jeep flies in from the side, rams you and explodes, torching you in a fiery, erm, fireball. But since there are two men in the team, you simply don't have time to hop into the agonisingly close jeep. Somehow, you've got to get one man into the jeep, and the only way I've found is to head up and split them on the move. The enemy jeep will appear and start to chase one of the team, so send him to his certain death over to the left then switch to the other man and bolt him back to the jeep.



The obvious down side of this is that the decoy bloke dies under the axles of a powerful four by four, but c'est la guerre, right kids? Swing the jeep behind the building (1) and out of the compound, then along the road and over the ramp (2). Run over the enemy launcher (3), then park up, grab the rockets (4), and hop into the turret. There's a special, extra thick, grenade-proof door on the little bunker in the corner (which explains why you need the turret) and when you've done that, you can have some fun by swinging the gun round and blasting all the enemy soldiers that are pressed up against the fence like the front row of a "popular beat combo" concert audience. Not that this aids your quest or anything, but you can't pass up on a chance like this, can you?



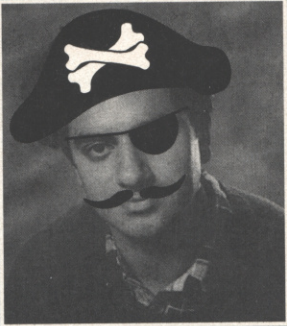
Get back in the jeep and drive back to (5). To finish the phase, you've got to take out the two buildings in the compound, but unless you've been obscenely lucky, there'll still be a few cars and maybe even an armoured personnel carrier still roving around the compound. If you can get the APC up against the fence, there's a good chance it'll blow itself up, but to get the jeeps, you have to sneak towards the compound entrance, blap off a missile and hurriedly retreat until they're all dead.

Remember that you must save two rockets for the buildings, or you'll have to escape from the phase and start it all again, which would be a very bad thing indeed.

MIFFED?

Then, that's right, you need...

THE LAST RESORT



with Rich Pelley

Mizzen drooping? Crew mutinous? Parrot giving you the hump? Then write to PIRATES POWER and leave Rich to answer game-related Amiga queries. Ta.

What's the point, eh? Of life? Of love? Of Banana Bubbles – the cereal that thinks it's a milkshake? I'd be the first to admit that I haven't got the foggiest, having never fully come to terms with the insignificance of my life compared to that of the planet, having never felt able to wholly share my feelings with another human being and having decided that the last thing you fancy in the morning is a bowl of Rice Crispies that tastes of banana. But one purpose that I have fathomed is that of The Last Resort – you send us in some letters, and we print them. So please carry on.

CADAVER

Q "I am stuck at the end of *Cadaver,* 89% or so in, unable to kill Dianos. My orb power is 245, I've been through Dianos' Lair once to collect the extra ten gems, but should I really think about collect some more before laying waste on Dianos? And should I be able to open the locked door leading from the Great Tower at the start of the level? ZERO magazine (RIP) published a complete solution eons ago but, needless to say, I can't find it anywhere."

A "Ahem – you don't say? But anyway, to defeat Dianos you'll have to cast both Mindblast and Banish in his general direction. To cast Banish you'll need to be touching the guy – this palpitation drains your stamina, but provided you've got a decent Orb power (and 245 sounds fine to me), by

LOOSE ENDS

Help.

Q "I have been doing TRAPS AND TREASURES for months but I cannot get off level two. Can anyone show me the way to success?"
Mrs J Jackson, Ashby-de-la-Zouch

Q "I've been investing an awfully large amount of time into playing the great tank-'em-up that is PACIFIC ISLANDS, but I can't for the life of me complete the mission on Banaba Island, the one where you need to clear the forest of the enemy, protect the bridges and destroy the communication equipment. Whatever I do I just don't seem to be able to kill off enough of the bad guys before my time limit gets the better of me. And where will I uncover the hidden tanks in the forest? Can some tank-obsessed maniac please help me in my hour of need?"
Miles Dinneen, Wellington

Q "I keep getting attacked by aliens at the start(ish) of REUNION. How can I stop this?"
Dale 'Dimrill' Rird, Cannock

Q "On DARKMERE I can get to the Dragon Queen, but on level one I can't find a way into Granny's house (1 Holan Street), and on level two I can't get past the pile of stones."
David Hollingbery, Maidenhead

Q "Can anyone help me get past level 48 of BLOB (as opposed to just giving me a password)?"
Jonathan Cawley, Leicester

Q "In MANIAC MANSION, what do the Dime, Can of Pepsi, Yellow Key, Glass Jar, Sponge, Paintbrush and Manuscript do? Also, how do you get into the door through the dining room, and where's the gas to power the chainsaw?"
Adam, Norfolk

Q "And I'm not entirely sure how to get past the purple tentacle in the same game as above. Do I turn off the power to get him out of the lab, and then nip in with a different character or something. Or what?"
David Hollingbery, Maindenhead

Q "I cannot answer some of the riddles in AMBERSTAR, namely:
a) What is the most beautiful flower?
b) Who is the master of the hut outside Twinlake?
and c) all the ones on the Riddle Master's island."
James S, London

Q "Is there a cheat for SABRE TEAM?"
Adam Chidgey, Gosport

Q "Although I have tried my best, the BATTLE ISLE series is still getting me down a bit. Passwords are what I'm after; on the original I can get to level sixteen with just one player (password: River) and level 18 (password Europ) with two, and likewise level 24 (password: Werft) and 8 (password: Magma) on the Scenario disk, and 24 (password: 24) and 6 (password: Ebton) on the '93 version. Can someone out there who cares please let me have a complete set of codes?"
D Wood, Essex

Q "I've had MICRO MACHINES for ages, but can't get any further than level fifteen. Does anyone have anything to say?"
Tom Brown, Northallerton

Q "In LEISURE SUIT LARRY 3 all my Larry has is a towel, soap-on-a-rope and knife. I have used a grass stick disguise to get $20 from the girl on the beach, and subsequently blown the cash for a view of Cherri Tart. As I see it, my options lie in a) Patti's bar, b) The hotel/casino reception, c) Fat City and d) The forest area near the Comedy Hut. Is this right? Or am I barking up the wrong, erm, leg?"
A Sears, Reading

CASES CLOSED

Thanks.

THE SETTLERS

Q Jordan Eaton of Cleveland found that his miners seemed to be perpetually on strike, and was fully prepared to hear out any suggestions you AP readers might have as to why this was.

A "There may be a chance that you have set your miners digging for something that isn't there – for example they may be trying to excavate coal in a area where all they will find is stone. To avoid this sort of thing happening, take a little time at the start of the game to see what the geologists suggest it would be wise to dig for, and only go for what you are told is at an average supply or above. Then, before doing any actual mine building, plant a flag on where you are above to erect, connect up a road, click on the flag and then on the man with the board. Soon you should see a man with a large board tapping at the ground – if he sticks up a board with a yellow spot in the middle then he has located you some gold, if the spot is red then he's found iron, black and it's coal, white and it's stone. The size of the dot is proportional to quantity, so build your mines accordingly.

If the above does not turn out to be your problem, then the only other explanation for your lack of miner activity is that they have got too much food and so are just sitting around eating all the time. Or they may of course just have run out of raw materials. You did read the manual, didn't you?"

Phillip Marsay, Oarlinerton

A "Also, although not actually answering the question in hand, here's a little mine-related cheat that is still worth bearing in mind. When the message appears telling you that a mine can haul no more materials, disconnect it from the road system (so no more food is brought in) and you should find that it will haul some more produce whilst using the food it has stored in it, food which is normally wasted when a mine is burnt down.

Mark Pursglove, Sheffield

DESERT STRIKE

Q Mark Blackburn of Cleveland was after some codes to get him past the level with the Madman's yacht.

A "Try these out for size:

Campaign two (Sand Buster) – LQJAQRJ

Campaign three (Embassy City) – TLIJOAQ

Campaign four (Nuclear Storm) – JTEKOMK

(And don't forget that you can enter the code BQQQAEZ for ten lives and infinite ammo. – Rich)"

Liam O'Grady, Norfolk

LEMMINGS 2

Q Everybody who purchases a copy of *Lemmings 2* seems to get stuck sooner or later. And Dominic Conneally of Plumstead was no exception.

A "EGYPTIAN LEVEL FIVE: Bash through the palm tree, scale the wall to the right and slide down into the space below. Your green-haired cliff-diving pal should now have enough room to turn around, quickly bash through the wall and pour glue over the first gap beneath the entrance. Make him a runner, and as he ventures to the right, bash through the second wall, jump the second gap and (in order to maintain as level a path through as possible) start bashing as close to the third partition as you can get. Next make him a runner and jump the small gap before the exit. And in order to free the trapped lemmings, stomp through the ground to the left of the entrance and pour glue to the right to flow through the tunnels created by the basher and form a patch over the two remaining gaps.

SPORTS LEVEL 6: As your first lem walks down the slope to the left, make him platform across the narrow gap using three tiles. All but one of the lems will be trapped – Superlem the only lem to have made it past the platformer to the top of the screen and from right to left into the ground above the entrance. As he now walks to the left, fence through the earth and platform across to the exit. Now, using one of the trapped guys, rope diagonally up from left to right at an angle of approximately 45 degrees into the top right corner. When the position is correct the lemmings, having reached the top of the screen, will turn around and crawl up through the metal ceiling towards the exit. I'm not sure whether this is the correct method, or just a bug in the game, but you can save yourself bother by crawling through a ceiling on Sports Level nine as well."

Michael Pickering, Hull

the time you've cast Mindblast, made physical contact and cast Banish, his head should be ripe for you to swipe and carry through the middle door, completing the game in the process.

SIMON THE SORCERER

Q "How do you steady the plank down the trap door in the Swampling's house. Also, how do you get into the Dwarven mine?"

Daniel Gore, Wallsend

A To steady the plank down the trap door in the Swampling's house you must nail it back into place by using the hammer which you should have bought (along with the white spirit) from the shopkeeper in the village. And to get into the Dwarven mine, you'll need to be carrying the barrel of beer (which you nicked from the bar by asking the barman for a drink and using the wax whilst he's distracted), wearing the beard (which you lopped off the sleeping dwarf in the pub), and know the password (it's 'Beer').

HOOK

Q "How do you get the pirate' uniform. I've proceeded to the washing line with the pole, but that doesn't do much. Basically, I'm utterly stuck."

Wendy Williams, Essex

A "What you need to do is to knock on Mrs Smeedles' wash-room door, but – and here is the trick – swing back on the rope before she gets a chance to open it. Now go back all the way around to the start of the game and you should be able to snatch the jacket with the pole. Just as I said in issue 31. And again in the complete solution we printed in issue 33.

LEMMINGS 2

Q "Can you please tell me if there are any cheats for *Lemmings 2, Chase HQ* or *Shadow Warriors."*

Anthony Gauci, Canada

A Well, let's see. From the start: Yep (In order to select any level on any tribe and have sixty lemmings on each, go to the corner of the menu screen and press both mouse buttons until you heat a lemming faintly squeal "Let's go". You now have only to complete the final level of each tribe to complete the game); there is (Hold down the left mouse button and joystick Fire whilst typing 'GROWLER'. The T key will now reset your time. Also, pressing Space rapidly when you area supposed to be pressing Fire to start a game is rumoured to increase your top speed to over 1000 miles per hour. And pressing Space on the music selection screen may also give extra turbos. If you're lucky); and You Betcha (Type 'GIVE ME INFINITES' for infinite everything).

INDIANA JONES AND THE LAST CRUSADE

Q "I cannot get past the first of the three trials leading to the Holy Grail. Another magazine told me to "walk to the large rock", but this was not helpful."

Richard Everitt, Tewkesbury

A You should see two areas near the corpse split by lines – walk towards this in order *(Eh? – Ed)* and press the blades to reap your safety. On the second test, in case you encounter problems, the only safe tiles to get you to the other side of the cavern are the ones which spell out the God's name, changing from game to game. And in the third, for when you get there, move the pointer to the outcrop of the rock above the opposite tunnel entrance.

SHADOW OF THE BEAST 2

Q "I need help. I know it's an ancient game, but are there any cheats for, wait for it, *Beast* 2?"

Karl Wild, Sheffield

A You jest? Surely? You mean, you really don't know it? Ask the first pygmy about 'TEN PINTS' and you'll get infinite lives.

ZEEWOLF

Q "All was going well until I got to mission two. I can free the little blue guys by destroying the little tanks guiding the blockhouses, locate the landing ship thing but can't set my chopper down to pick them up. Ideas?"

Keen Rock Barrett, Milton Keynes

A "To tell the truth, KB, no I haven't. However, one interesting thing I know about *Zeewolf* which you may be interested to hear of (if you haven't already) is that if you enter the password as 'FRAMPAGE', your chopper will be exchanged for a lightly armoured fighter plane, capable of tighter turning circles and generally more manoeuvrable than the helicopter.

Also, in case you were wondering, here's how to complete the mission we cunningly gave away two issues ago, courtesy of Lee Reader of Essex, a reader. At the start of the mission, collect the Allied Tank and drop it off at the enemy picnic. Fly over to the right a bit until an 'Enemy destroyed' message comes up, then pick up the tank again and fly north. Drop your tank next to the convey, fly to either of the bases and shoot down all the planes and choppers – if they take off then all they'll be heading to one of the bases to another round the coast, so take them out there. And is that it? You betcha.

The Last Resort,
AMIGA POWER
30 Monmouth Street,
Bath BA1 2BW

is the address to send any questions or answers that you may have to, not forgetting to mark your envelope 'Questions' or 'Answers' accordingly. That way, we get to see what they are without having to open them up which, although no one has yet quite worked out why, surely must be useful for something.

AMIGA POWER BACK ISSUES

KNOWLEDGE IS POWER. So any deficiencies in your understanding of Amiga games are effectively weaknesses in your struggle against life's continual onslaught. We therefore recommend you assemble a large collection of AMIGA POWER back issues.

ONLY £4 EACH!

AMIGA POWER
A MAGAZINE WITH ATTITUDE
RIDE!
MAGIC? WELL, IT MIGHT JUST BE...
US Gold serve up another slice of fighting fantasy with Might & Magic III
DESIGN A GAME! AND WIN AN A600 WITH HARD DRIVE!
REVIEWED!
PLUS!
16

BACK ISSUE OF THE MONTH

AP16 – AUGUST 1992

While in a particularly nostalgic frame of mind this month, we found ourselves flicking through a copy of AP16. It marked the inauguration of since-discredited editor Mark Ramshaw, celebrating with two coverdisks, one of which features a demo of the fantastic *D/Generation.* The cover illustration is slightly unfortunate, true, but the contents have aged surprisingly well, especially the reviews of *Crazy Cars 3* and *Might and Magic 3*, and Stuart's particularly amusing *Liverpool* one. And there are all the usual then-regulars, such as Crib Sheets, In The Style Of... by a programmer, and plenty of photos of Peter Molyneux. AP16 – so good it sometimes reads itself.

THE TOP 5 AMIGA POWERS

As voted for by the readers of AP.

1) Issue 32
2) Issue 37
3) Issue 28
4) Issue 33
5) Issue 30

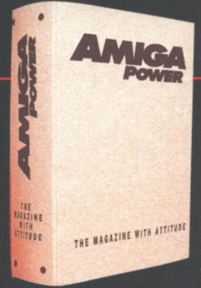
ALSO LOOK OUT FOR...

AP31 – Apart from the "Ooh lordy" on the cover, a great all-rounder.
AP39 – The cover our publisher tried to suppress.
AP29 – Reader survey results – with pie charts.
AP45 – Including, we feel, our three best disks ever.
AP7 – *F1GP* reviewed! And an interview with Lucas Arts. *Super Twintris* on disk. And a terrible "If only I'd known" feature.

AMIGA POWER
SAY CHEESE! Curl up with Colin in One Step Beyond
Don't buy a turkey this Christmas...
SUPER SPACE INVADERS!
WHAT CAR?
45
7

SPECIAL OFFER!

Buy three AMIGA POWER back issues and get a free AP binder worth £5!


AMIGA POWER
THE MAGAZINE WITH ATTITUDE

AND THE REST: APs 3, 4, 5, 6, 8, 10, 12, 13, 14, 15, 17, 19, 20, 22, 23, 24, 25, 26, 27, 28, 30, 32, 33, 34, 35, 36, 37, 40, 41, 42, 43 and 44 are all still available.

FEED ME INFORMATION

Please send me the following AMIGA POWER back issues at £4 each (inc p&p) and my free binder if I'm ordering 3 or more:

AMIGA POWER BACK ISSUES:

3	4	5	6	7	8	10	12	13	14	15	17	18	19	20	22	23	24	25	26
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
27	28	29	30	31	33	34	35	36	37	38	39	40	41	42	43	44	45		
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐		

TOTAL COST £ ____________

Please allow 28 days for delivery of your goods.
EC customers registered for VAT, please quote your registration number.
Please tick here if you do not wish to receive direct mail from other companies ☐

METHOD OF PAYMENT *please indicate*

☐ ▬ ▲ ☐ **CHEQUES** *payable to Future Publishing Ltd*

card no ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
expires ☐☐☐☐

Signature ____________

Name ____________

Address ____________

____________ Post Code ____________

Telephone No ____________

Send this coupon with your payment to:

AMIGA POWER SUBSCRIPTIONS, FREEPOST (BS4900),
SOMERTON TA11 6BR

THIS COUPON IS VALID UNTIL 28TH FEBRUARY 1995 **AP/MAG/0295**

"BE" IN SHADOW FIGHTER!

AND WIN A TELEVISION! AND SOME GAMES!

We truly were bowled over this month by *Shadow Fighter*, and reckon it's definitely the best beat-'em-up on the Amiga – and better, in fact, than most console beat-'em-ups we've played. And one of the best things about it is its range of well-formed characters. So we were overjoyed when Gremlin announced that they are bringing out a data disk very shortly with eight new characters. And we were even more pleased when they invited us, AMIGA POWER, to include a character of our own among them. Modesty would forbid it, we replied, and suggested that perhaps our readers might have a few ideas. That'd be great, Gremlin said, and generously offered to send an expensive Sony television to the reader whose idea they choose.

MAKE HASTE

So get to it, readers of AP. Design a new *Shadow Fighter* character, and win a telly. You'll need to draw him/her and come up with a range of special moves, and then (and Gremlin insist on this, sadly) provide a brief background history. Probably the best idea is to come up with some sort of 'concept' (Chicken Man, for example, or, er, Olga the East German Shot-Putter) and then work from there. We're not Blue Peter, and we're not about to award expensive electronic equipment to crayon-and-poster-paint scrawls on tatty bits of paper with the justification, "Ah, isn't it sweet, and he's only four." But we'll grudgingly admit that ideas are more important than artistic ability, so don't worry too much if you can't draw. (In fact, if you're completely crap, you could just describe your character in writing if you want.)

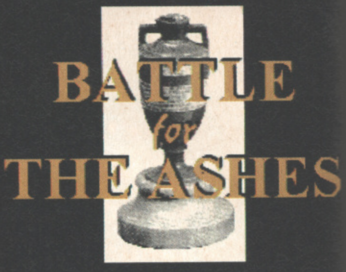
Once you've done all that, slip your character into an envelope and send it to: Who Knows What Evil Lurks In The Hearts Of Men Competition,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW, to reach us no later than 28th February, 1995.

THE RULES

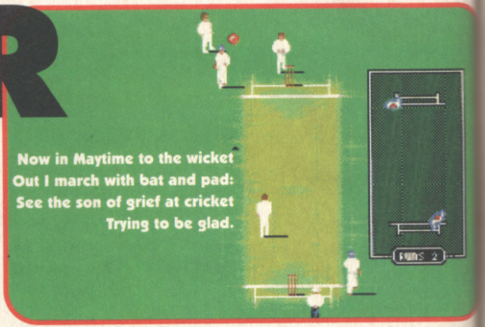
1. Employees of Future Publishing and Gremlin can't enter.
2. Entries can't get here any later than 28th February, 1995.
3. You can't enter into any correspondence with the editor.

BUDGETS

While it's been a pretty poor month for full-price releases (with the honorable exception of *Shadow Fighter*), the budgets are here to remind us that the Amiga is a great games platform. That was a party political broadcast.



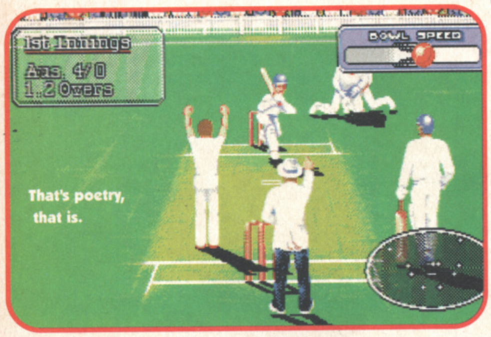
BATTLE FOR THE ASHES



Now in Maytime to the wicket
Out I march with bat and pad:
See the son of grief at cricket
Trying to be glad.

Runs on: A500, A600, A1200
Publisher: Audiogenic
Price: £10
Release: Out now

Battle for the Ashes is a cut-down version of *Graham Gooch's World Class Cricket*. You can play only five day, unlimited over test matches, and you have two teams at your disposal; the current Australia and England Test sides. However, this does mean it all fits on one disk.



That's poetry, that is.

But frankly, I'm disappointed. This is the fourth version of *Graham Gooch* (after the original, *Second Innings* and *Test Match Special*) and they've still not debugged it. For instance, sometimes when the ball is played behind the wicket, the wicket keeper runs after it himself instead of leaving it for a fielder. As soon as he catches up with the ball, he throws it wildly out of bounds for a four. Dimwit.

Then there's this bit where, if the ball is played behind the wicket and one of the slips picks it up, instead of, say, underarming it to the wicket keeper for an easy run-out, he'll race the entire length of the pitch with the ball in his hand to knock off the bails at the bowler's end. Blind fool.

Then there's this bit where, if a fielder could get a batsman out by throwing the ball to the bowler, he insists on throwing the ball to the wicket keeper. Irritating pillock.

Then there's this bit where... Oh you get the idea.

After four games have been brought out with these problems, these slightly irritating (and, it has to be said, initially endearing) faults have become enraging botch-ups, causing me to hurl my special Bug to the floor. And it's the Bug that I reserve for playing *Sensible Soccer,* that I love as much as life itself, so you can be pretty certain that I'm genuinely annoyed when it hurtles towards the floor.

I've enjoyed playing these games greatly. Truly, they are cricket – BUT ON A COMPUTER – and if you can cope with the slightly sloppy programming, you'll enjoy them too.

● *STEVE FARAGHER*

THE BOTTOM LINE

The latest in the best series of cricket games you can buy. But for gawd's sake don't if you already have one of the previous games. It's annoyingly flawed fun. I want another go, but I know it'll only make me angry. What am I to do? I don't know. Help.

65 PERCENT

CRICKET 94/95 DATA DISK

Runs on: A500, A600, A1200
Publisher: Audiogenic
Price: £10
Release: Out now

As well as *Battle for the Ashes,* Audiogenic are releasing this data disk which requires either the original *Graham Gooch's World Class Cricket* or last year's *Test Match Special* to run. It *won't* work with *Battle for the Ashes*

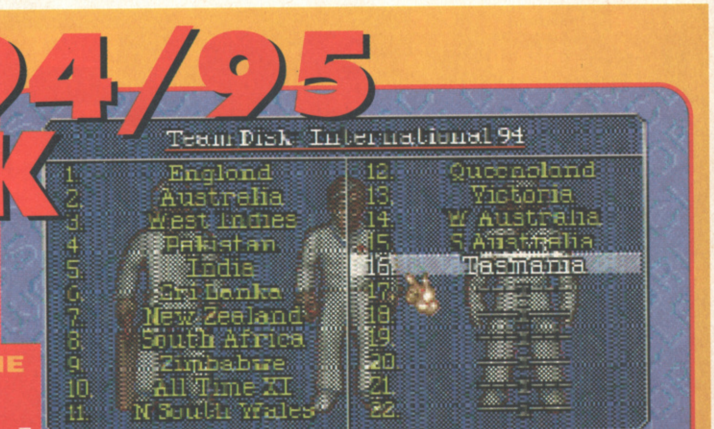
The disk provides you with updated international teams as well as English and Australian county sides. And that's it.

● *STEVE FARAGHER*

THE BOTTOM LINE

Truly this is a plate of refreshing oranges brought on at half-time to revitalise your flagging cricket games – BUT ON A COMPUTER. Lots of data, but it doesn't fix the bugs.

75 PERCENT



Team Disk: International 94

1. England
2. Australia
3. West Indies
4. Pakistan
5. India
6. Sri Lanka
7. New Zealand
8. South Africa
9. Zimbabwe
10. All Time XI
11. N South Wales
12. Queensland
13. Victoria
14. W Australia
15. S Australia
16. Tasmania
17.
18.
19.
20.
21.
22.

Player 1 Select Your Team

LE
HES

can be
nnoyed
ames
JT ON A
e with
ou'll

NE
cricket
d's
ne of
ngly
5 PERCENT

THE DELPHINE CLASSIC COLLECTION

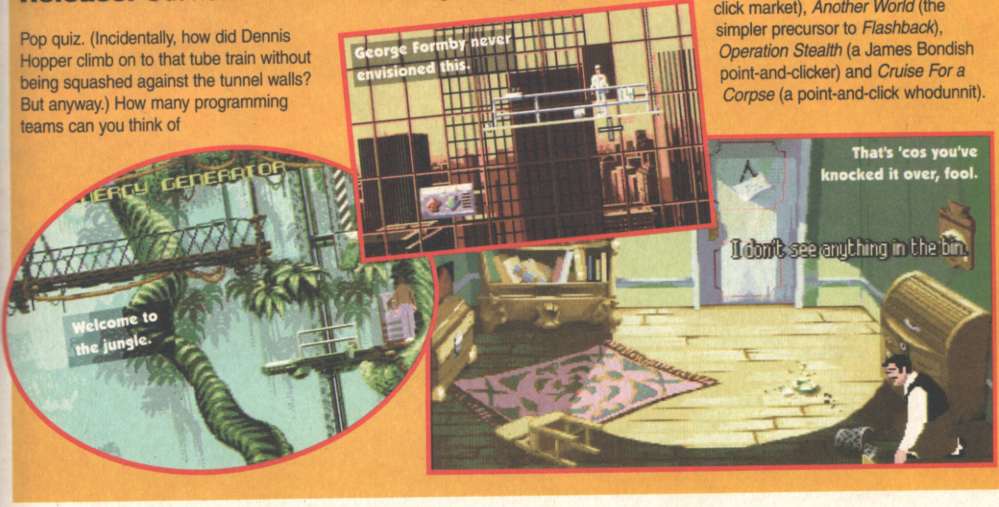
Runs on: A500, A600, A1200
Publisher: US Gold
Price: £30
Release: Out now

Pop quiz. (Incidentally, how did Dennis Hopper climb on to that tube train without being squashed against the tunnel walls? But anyway.) How many programming teams can you think of that consistently come up with great ideas? Sensible Software, yes. The Bitmap Brothers, okay. But how about Delphine? As this compilation demonstrates, they've been courting the daughters of the inspiration gnome for a good few years.

In no particular order, you've got *Flashback*, *Future Wars* (an alien invasion/time-travel jaunt that was the company's first crack at the point-and-click market), *Another World* (the simpler precursor to *Flashback*), *Operation Stealth* (a James Bondish point-and-clicker) and *Cruise For a Corpse* (a point-and-click whodunnit). They're all lumped together under the adventure banner, but *Another World* and (in particular) *Flashback* have at least as much fighting and shooting fun as solving of puzzles.

This balances the collection perfectly, and also shows what clever chaps Delphine are. Personally, I think *Future Wars* and *Op Stealth* suffer slightly from their age and lose a lot in comparison to the newer and fabber *Cruise For a Corpse*, but even so your £30 is paying for three first-class games and two that are never less than good.

● ***PAUL MELLERICK***



George Formby never envisioned this.

Welcome to the jungle.

That's 'cos you've knocked it over, fool.

THE BOTTOM LINE

Well-rounded compilation of top-quality adventure-type games. There's not even the usual runt of the litter in there. (Although the two early point-and-clickers are looking a little ragged nowadays). Splendid value for money.

90 PERCENT

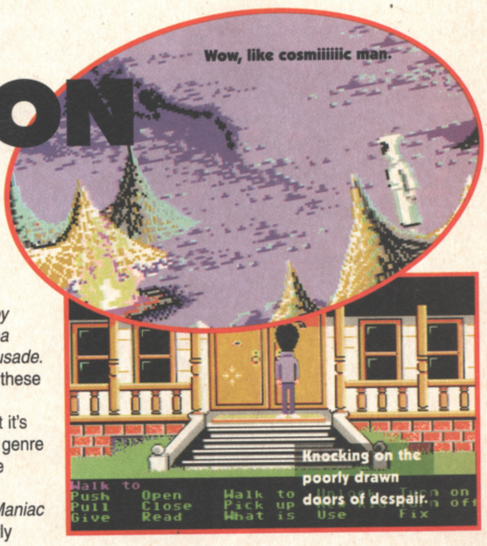
THE LUCAS ARTS CLASSIC COLLECTION

Runs on: A500, A600, A1200
Publisher: US Gold
Price: £30
Release: Out now

Similar to the Delphine compilation, the Lucas Arts box is a sort of poignant stroll through the now-moved-on-from-the-Amiga company's back catalogue. Also as with the previous compilation, these games are blanket labelled 'adventures'. But this time, they're right.

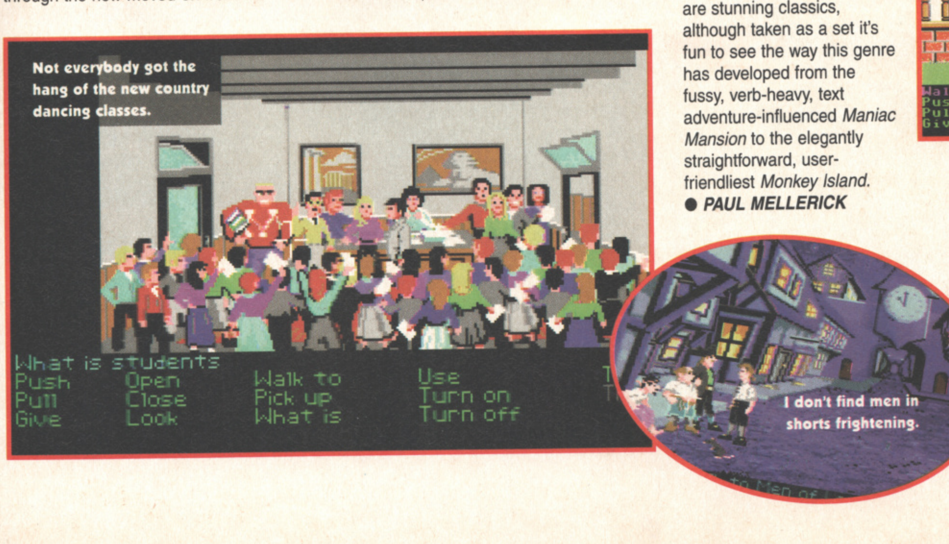
Lucas Arts are, of course, the point-and-click adventure game company of champions. The compilation features *Maniac Mansion* (the first funny point-and-clicker), *Zak McKracken and the Alien Mindbenders* (the second one), *Loom* (the one that really got it all together and paved the way for *Monkey Island*), *Monkey Island* itself, and *Indiana Jones and the Last Crusade*. It's fair to say not all of these are stunning classics, although taken as a set it's fun to see the way this genre has developed from the fussy, verb-heavy, text adventure-influenced *Maniac Mansion* to the elegantly straightforward, user-friendliest *Monkey Island*.

● ***PAUL MELLERICK***



Wow, like cosmiiiiiic man.

Knocking on the poorly drawn doors of despair.



Not everybody got the hang of the new country dancing classes.

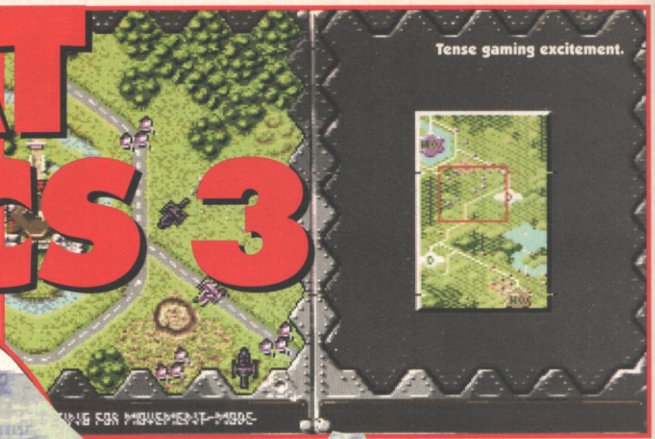
I don't find men in shorts frightening.

THE BOTTOM LINE

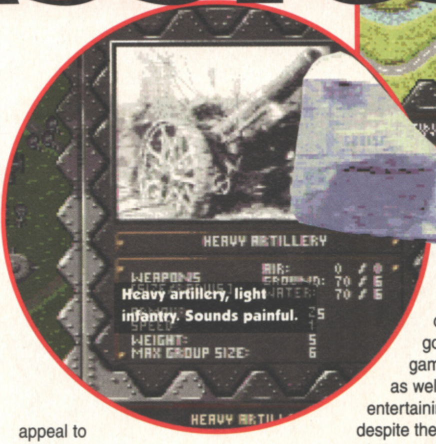
***Monkey Island* – great. *Indy* – great. *Loom* – good. *Zak McKracken* – good. *Maniac Mansion* – the (practically legally required) poor one. Just shows that sometimes you can't have too much of a good thing. And I never thought I'd say that about point-and-click adventures.**

89 PERCENT

COMBAT CLASSICS 3


Tense gaming excitement.
ING FOR MOVEMENT-MODE

Runs on: A500, A600, A1200
Publisher: Empire
Price: £35
Release: Out now

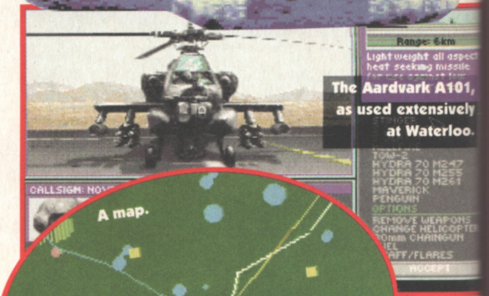

Heavy artillery, light infantry. Sounds painful.
HEAVY ARTILLERY
WEAPONS
AIR: 0 / 0
GROUND: 70 / 6
WATER: 70 / 6
SPEED
WEIGHT: 5
MAX GROUP SIZE: 6
HEAVY ARTILL

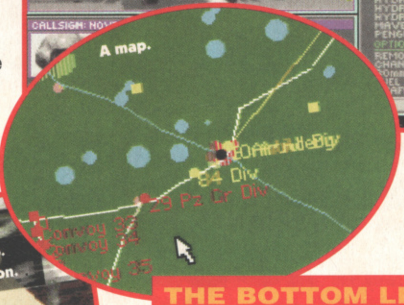
Funny old things, budget releases. If they can sell it once at a lower price, they'll try to sell it five times. Take, for example, *Gunship 2000.* In AP43's budget section we said it was a frighteningly hard helicopter flight sim that was nonetheless great fun, with enough options, missions and all-round flight-simmy stuff to keep everyone happy. And here it is again as this compilation's lead game.

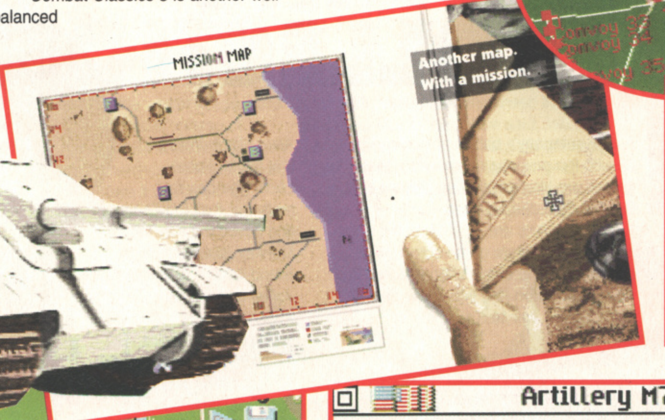
And with it out of the way, the other two games are revealed to be wargames. No, wait, come back. Rebuff that quiet shed hidden within a dark forest. Not all wargames are bad. Just most of them. Fortunately, it's the not-bad type that appear here, represented by a pair (and I don't really want to say this, but I can't stop myself) that Changed The Face Of Wargames As We Know Them. *Campaign* (AP20, 83%) combines hardcore flashing square/movement phase strategy with driving a tank around and shooting things battle sections, and it works extremely well if a little too slowly. It's probably the nearest thing there is to a wargame that will appeal to non-wargamers, and far better than its sequel. *History Line* (AP22, 87%) is a no-apologies hexagon-based game that's certainly the slickest example of its type and thoroughly engrossing to play. Easy to control, too. It even looks pretty. Like *Campaign,* though, it's sluggish on a non-AGA machine and needs two drives for the best results.

Combat Classics 3 is another well-balanced compilation, offering a good variety of game types. And as well as being entertaining (and despite the crass ad line of "A century of superb military warfare") the trio of games and *History Line* in particular do have a few things to 'say' on the thorny topic of war. Edutainment, eh?

● ***PAUL MELLERICK***


The Aardvark A101, as used extensively at Waterloo.
Range: 6km
Light weight all aspect heat seeking missile
CALLSIGN: NOV
HYDRA 70 M247
HYDRA 70 M255
HYDRA 70 M261
MAVERICK
PENGUIN
OPTIONS
REMOVE WEAPONS
CHANGE HELICOPTER
30mm CHAINGUN
FLARES
ACCEPT

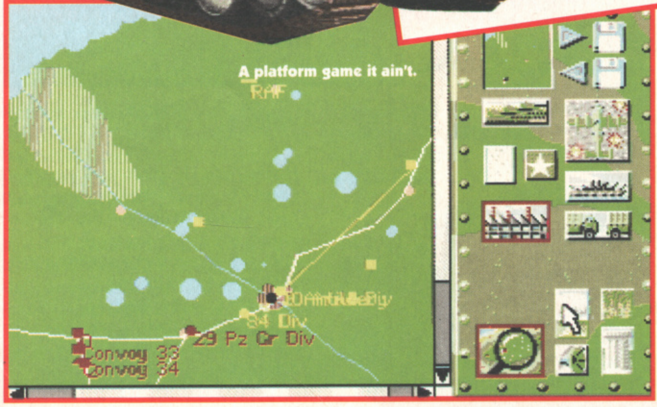

A map.
84 Div
29 Pz Gr Div
Convoy 33
Convoy 34

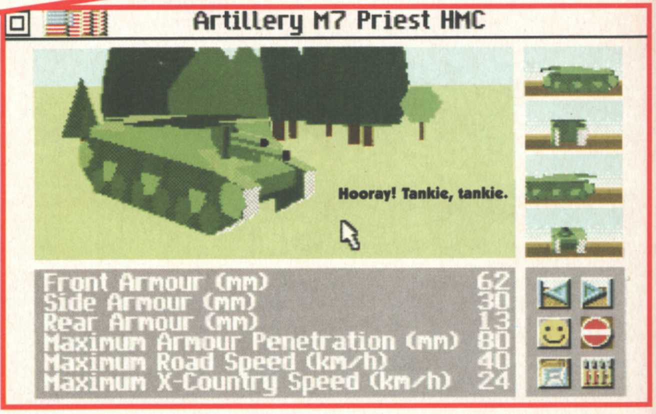

Another map. With a mission.
MISSION MAP
SECRET

THE BOTTOM LINE

Smashing flight sim and a couple of surprisingly accessible wargames. Revisit both world wars AND HAVE A GOOD TIME WHILE YOU'RE DOING IT. As varied a combat compilation as you could get without having, say, *Cannon Fodder* in it, and for your money you're getting a couple of unique gaming experiences.

86 PERCENT


A platform game it ain't.
RAF
84 Div
29 Pz Gr Div
Convoy 33
Convoy 34


Hooray! Tankie, tankie.

Artillery M7 Priest HMC

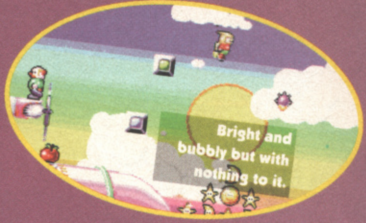
Front Armour (mm) 62
Side Armour (mm) 30
Rear Armour (mm) 13
Maximum Armour Penetration (mm) 80
Maximum Road Speed (km/h) 40
Maximum X-Country Speed (km/h) 24

HI-HO SILVER LINING

We have played these games before. But now they are on the CD32. So we play them again. And re-mark them.

MARVIN'S MARVELLOUS ADVENTURE

21st Century/£30
AP45 26%


Bright and bubbly but with nothing to it.

No glamorous rendered intros here. *Marvin* is exactly the same on CD as it was on floppy – a bright and cheerful platform game utterly devoid of any form of challenge. You'll romp through level after level, chuckling at the rainbow-hued graphics and gradually succumbing to the onset of brain death. And before terribly long you'll have reached the end, and will let out an anguished cry: "I have been duped!"
● *PAUL MELLERICK*

THE BOTTOM LINE

CD32 The same as the disk version – pretty but vacuous – and not even any cheaper or anything.

26 PERCENT

TOWER ASSAULT

Team17/£30
AP45 46%

My that's a nice big (rendered) gun, you've got there.

The best explosions of any game ever. Arguably.

Tower Assault CD32's intro is everything an intro should be. Okay, so the window is rather small, but concentrate and after a few seconds you don't notice. And a few seconds out of a SEVEN-AND-A-HALF MINUTE intro isn't too much, is it? Yep, over seven minutes of rendered ships, pitched battles, lasers, explosions and even some lovely acting (I'm not a film critic, you know), which all rolls together to produce the best and most interesting intro I've ever seen. It's up there with some of the best PC CD-ROM titles money can buy.

Which makes it all the more embarrassing when the game finally appears. Jonathan Nash gave *Tower Assault* 46% last month, infuriated by a host of shortcomings, none of which have been remedied on the CD release. By way of compensation you do get the original *Alien Breed 2* (AP32 81%) on the CD as well, but then you're charged an extra £10 for it, and they haven't even taken out the tedious, pointless first level.
● *PAUL MELLERICK*

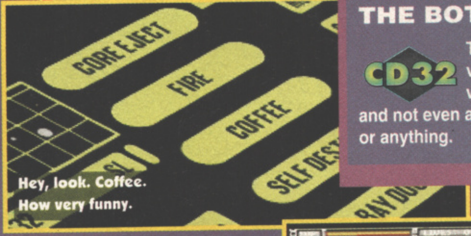
In motion this looks amazing.

THE BOTTOM LINE

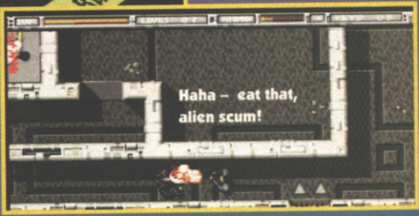
CD32 *Tower Assault:* Urgh. *Alien Breed:* Mmmm. Rendered intro sequence (and outro, apparently): Lovely. All in all: Urghmmmmovely.

65 PERCENT

SUPER STARDUST



Hey, look. Coffee. How very funny.


Haha – eat that, alien scum!

Team 17/£30
AP42 89%

Great game, this. Loads of top shooting action 'inspired' by the classic *Asteroids*. But then you already knew that, didn't you? Still, this CD version has (yet) another rendered sequence for you to sit down and watch. But if you're expecting a monumental example of a CD intro akin to the sure-to-become-legendary *Tower Assault* one, you're going to be disappointed. It's a bit of mess.

The images are nice and the animation is great, if a bit robotic, but there seems to be some sort of problem with the editing between scenes. Instead of holding the image and the loading in the next scene, there's an awful black gap between each scene, destroying the film-like atmosphere that intros like this are supposed to create.

Still, you've got the whole game on one compact disc, so there's no need for any of those tedious disk changes we dislike so much. And there's a brief and pleasant animation between each level showing the boss blowing up or whatever, including arguably the best explosion scene in a computer game – to date.
● *PAUL MELLERICK*

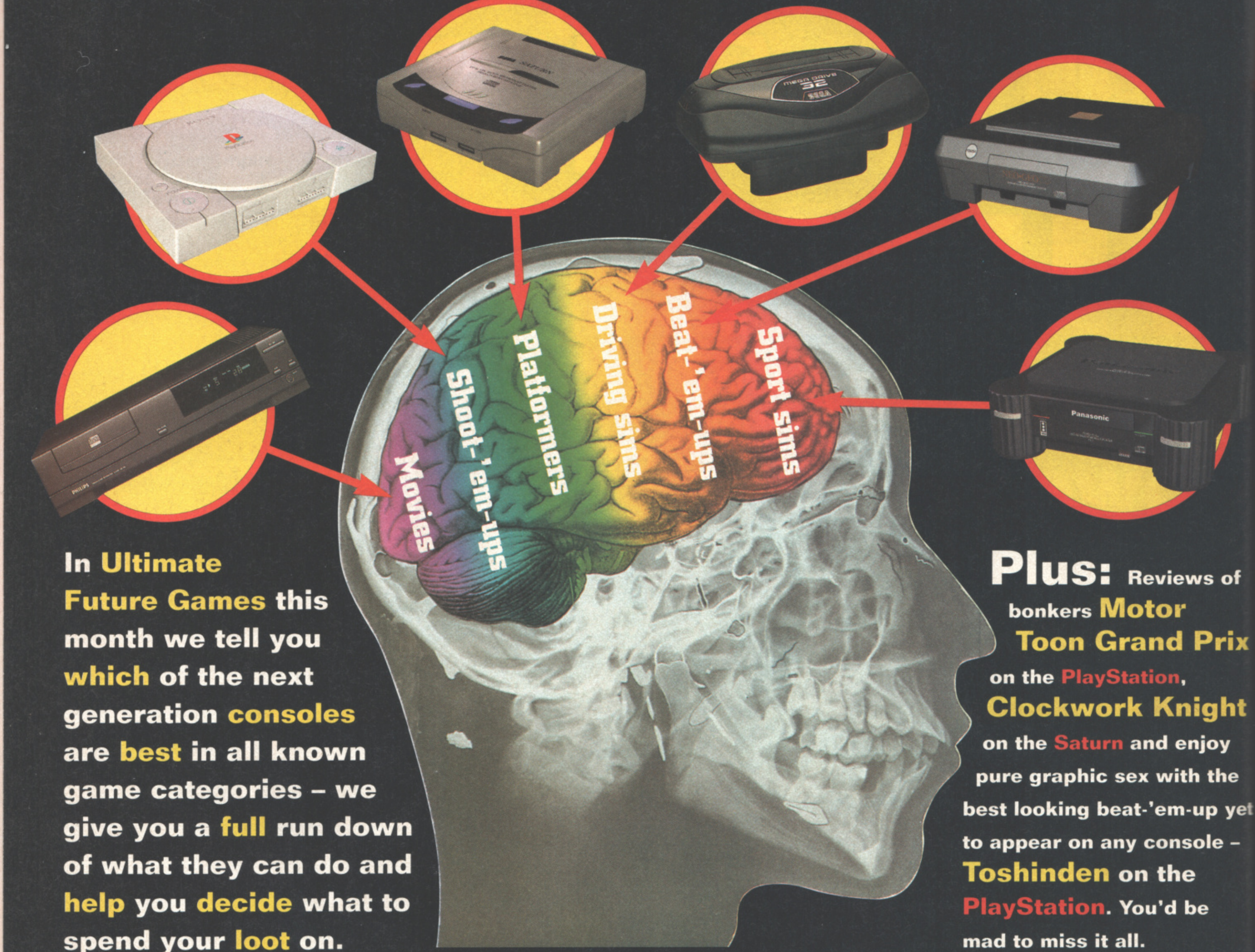
It's a bit dark this screenshot.

THE BOTTOM LINE

CD32 You know how much we like the game, and we know how much you like it, so if you've got a CD32 you can now join in the fun as well.

89 PERCENT

Blow your mind!



In Ultimate Future Games this month we tell you which of the next generation consoles are best in all known game categories – we give you a full run down of what they can do and help you decide what to spend your loot on.

Plus: **Reviews of bonkers Motor Toon Grand Prix on the PlayStation, Clockwork Knight on the Saturn and enjoy pure graphic sex with the best looking beat-'em-up yet to appear on any console – Toshinden on the PlayStation. You'd be mad to miss it all.**

Ultimate

Future Games

It could be you...

You jammy sod!

Win all the consoles in this advert only in...

Ultimate

Future Games

Over £2,000 worth of next generation hardware could be yours, including a Saturn *and* a PlayStation!

Issue four on sale February the 2nd

PD

Scouring. That's what Paul Mellerick does a lot of. Scouring for secret surprises in the PD libraries of the world. Wearing his intrepid hat and spectacular dark glasses. And long, straggly scarf. And cavernous, warm overcoat. Because it's cold. Out there. Or so he tells us.

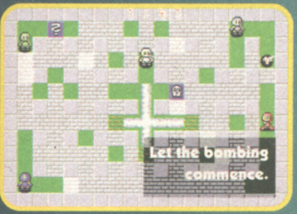
DYNAMITE WARRIORS

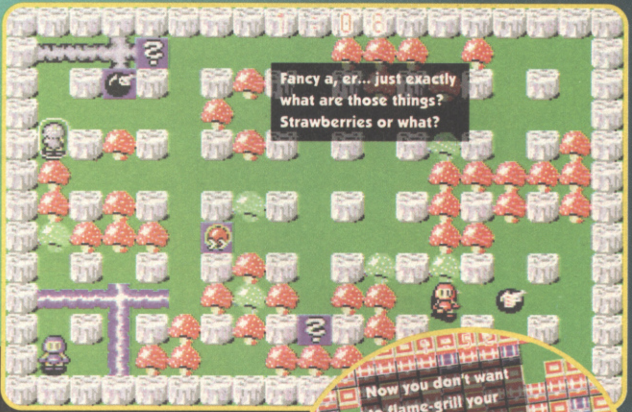
Online PD

Well it's, erm, *Dynablaster*, really. Only this is the cheapo PD version. But before you rush out and pick up this bargain priced, top-quality game, there are a few things you might want to know. For those who are unaware of the premise behind *Dynablaster*, you're in a maze. You've got some bombs. And the whole idea is to blow up all your other opponents. You can collect power-ups which appear when you blow things up, but mostly it's down to your skill and timing.

On this PD version there can be up to five players using all manner of joystick and keyboard combinations. And, in a perfect example of PD games being primarily designed to be for fun rather than profit, there's even a little options menu that lets you tweak all sorts of things to make the game easier or harder.

I did have a few problems with *Dynamite Warriors*. The action sometimes slows down and even stops for a second, and the action of the computer opponents are sometimes laughable. But that's it. So get a few mates round and have a bash at this cracking little PD game. You'll be glad you did.


Let the bombing commence.


Fancy a, er... just exactly what are those things? Strawberries or what?

Now you don't want to flame-grill your backside, do you?

VERDICT: A bare-bones version of *Dynablaster* retaining all the fun and even adding a few user-friendly elements. Top class PD, and no mistake. ★★★★

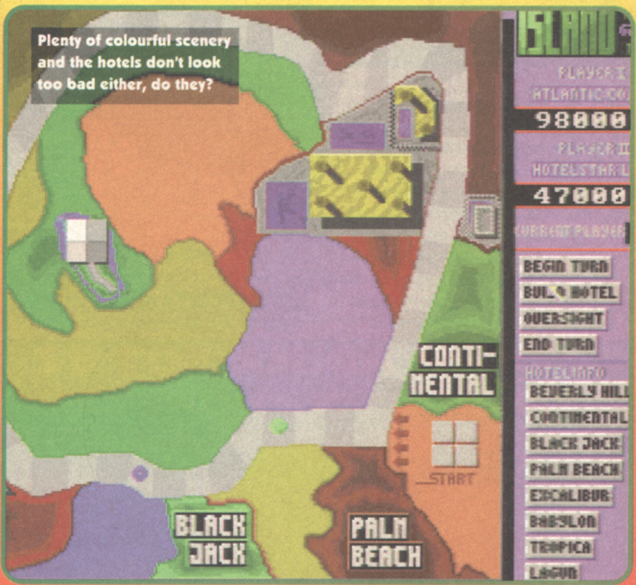
ISLAND

Online PD

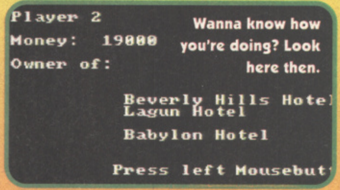
The best thing about Monopoly? Surely it's got to be buying hotels and then watching all the money roll in as the others all land on your valuable (or not) property. Well, imagine Monopoly with everything else taken out and you've got *Island*.

With between one and three other players, roll the die, move around the board and buy hotels. Keep improving them to bump up your earnings, and try to make your opponents bankrupt.

The board is pleasantly bright, and as the hotels improve in size and stature, the graphics complement the action. Unfortunately it's all a bit slow, switching from one part of the game to another, and everything would work so much better if little menus popped up in the game when you wanted to do something. As it is, it's neat and plays a decent game (if a little on the uneventful side), and is worth a look.



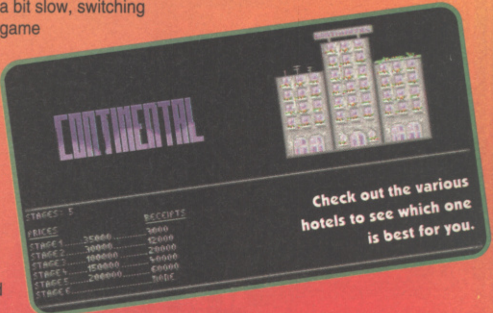
Plenty of colourful scenery and the hotels don't look too bad either, do they?



```
Player 2
Money:  19000
Owner of:

        Beverly Hills Hotel
        Lagun Hotel

        Babylon Hotel

       Press left Mousebut
```

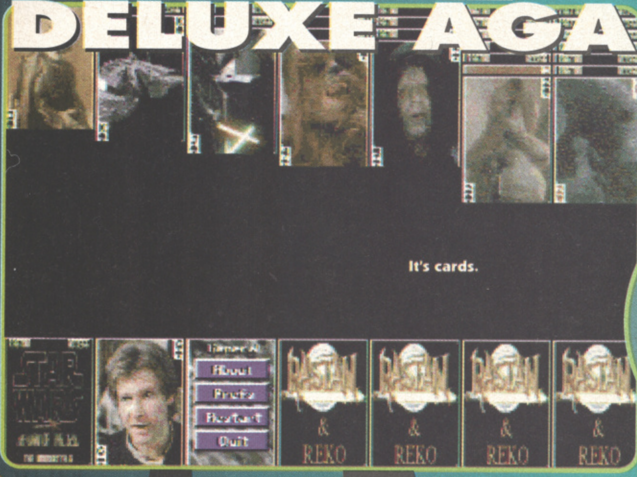
Wanna know how you're doing? Look here then.

VERDICT: A simple concept, and indeed a simple game. Still, it provides some fun, and if you can get a couple of other people interested you can up the stakes and get the old adrenaline pumping. ★★★

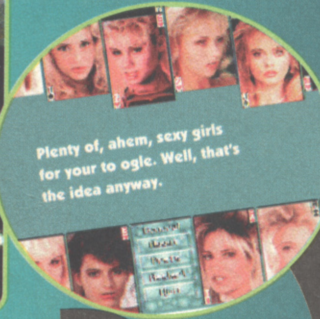


Check out the various hotels to see which one is best for you.

KLONDIKE DELUXE AGA



It's cards.



Plenty of, ahem, sexy girls for your to ogle. Well, that's the idea anyway.

Online PD

Okay, so it's basically a card game. And just the one game at that. But this special AGA version has so many features, and is so well put together, that it would be a shame not to play it. It's a normal game of Patience, or Solitaire, or Klondike or whatever you want to call it, but with some subtle differences. The most obvious of these are the card sets. The game lets you choose from 20 different card sets (you get two with the game, but there are other disks available) and some of the them look great. The Star Wars one is especially good looking.

It also has loads of options to switch on and off and three difficulty levels, and when it comes to starting a new game, just clicking on an icon sure beats shuffling a new pack of cards and dealing them out. If, like me, you like playing cards but don't like all the effort involved *(Sheesh. – Ed)* then you'll love this. And the card sets add a great novelty value.

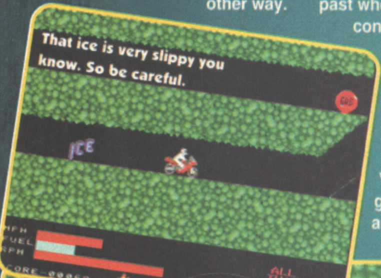
VERDICT: It's very pretty, and does everything it should do, and it plays a mean game of cards into the bargain. Ace! ★★★★

WHEELIE

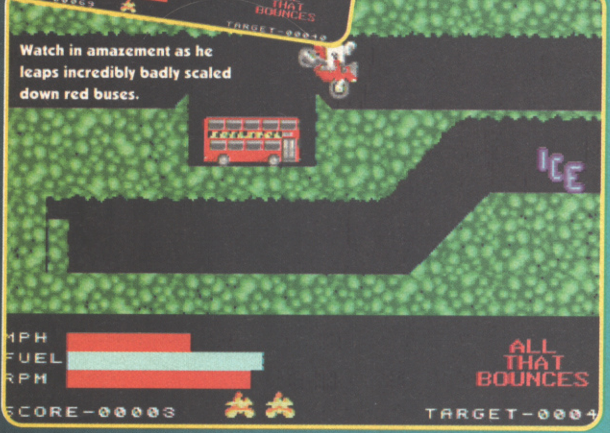
F1 Licenceware

It's time for another classic (ie, old, but remembered fondly by someone, somewhere) Spectrum game to be given the Amiga PD treatment. *Wheelie* is a simple left-to-right scrolling maze game, with the player sat on a motorbike. Pressing left or right on the stick will alter the speed of the bike, and if you slow down enough, you can turn and drive the other way. Knowing this, you've now got to negotiate the level ahead of you, picking the right course through it while avoiding hedgehogs, kangaroos, floating eyes and all sorts of other stupid obstacles. But being simple doesn't necessarily make it any good. The controls are fiddly and unresponsive, and the tedious level designs don't help matters. It's time we left most (if not all) of these Speccy games in the past where they belong, and concentrated on new game ideas instead. Unless, of course, someone fancied doing a version of *Back to Skool*, or *Exolon*, or *Cybernoid* or...

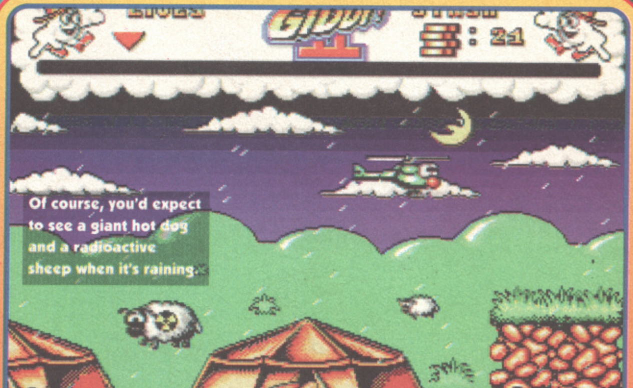
VERDICT: It wasn't very good when it first came out, and still isn't now. ★½



That ice is very slippy you know. So be careful.



Watch in amazement as he leaps incredibly badly scaled down red buses.



Of course, you'd expect to see a giant hot dog and a radioactive sheep when it's raining.

I don't like the look of that.

F1 Licenceware

Look familiar? They're hardly trying to hide the fact that this is 'inspired by' the adventures of our ovoid hero, but then that's not a bad thing I suppose.

It's very nicely put together, this, and runs nice and fast. And although there's a distinct lack of originality, this is a puzzly adventure game that should keep you going for a quite a while.

VERDICT: Not stunning. Not original. But quite a lot of fun. ★★★

GIDDY 2

WHO? WHERE? HOW?

Right. So you've read the reviews. Don't believe a word of what I'm saying and reckon you quite fancy playing them yourself, do you? Fine. If you want to know where to get them from, ring the following companies for more information. Online are on (0704) 834335 and F1 can be contacted on (0392) 493580.

AMIGA POWER

David Mathews
0225 442244

ADVERTISING RATES
£30 + VAT
per Company entry

AMIGA POWER MARKET PLACE
Beauford Court
30 Monmouth Street
Bath, Avon
BA1 2BW

Tel: 0225 442244
Fax: 0225 480325

We accept cheques
for payment

ADRENALIN

UNBELIEVABLE!!
QUALITY UNBRANDED BLANK DISKS,
CHEAPEST AROUND
50 DSDD disks, boxed with labels £14·99 or 35p each.
50 DSHD disks, boxed with labels £18·99 or 40p each.
Postage is £3·00 per box or £1·50 for up to 25 disks.
ADRENALIN SOFTWARE, P.O. BOX 21,
MORLEY, LEEDS LS27 0XE
CALL LEEDS (0532) 383188 or (0113) 2383188

AmiCom PD

Dept AP, 22 Church View Close, Havercroft,
Wakefield, West Yorkshire WF4 2PH
Catalogue disk 50p +P&P
★ *SPECIAL OFFER* ★
*Every 10 disks you **BUY** choose 5 **EXTRA FREE***
Offer ends 31st August 1995
Disk Prices: All disks ONLY 99p each
Postage & Package 50p UK
Make Cheques/Postal Orders payable to: K M Lumsdon

CENTURION

Dept AS, 24 Wastwater Drive, Woodcrest, Bradford, West Yorks BD6 2TN

!! ATTENTION !!

Excellent New Year Offer!
1/10 disks only 75p
11/20 disks 65p
21/30 disks 55p
Over 30 disks 50p
Please send 75p for catalogue
ALL ORDERS DESPATCHED SAME DAY.

WE STOCK

UTILITIES	FONTS
DEMOS	WORD PROCESSORS
MUSIC	ART
GAMES	VIDEO
ASSASSINS	ANIMATION
FRED FISH	EMULATORS
T-BAG	SPORT
BUSINESS	SLIDESHOWS
CLIP-ART	EDUCATION

★ **FREE** ★ ★ ★ **FREE** ★ ★ ★ **FREE** ★ ★ ★ **FREE** ★ ★ ★ **FREE** ★
YOU CAN GET P.D. FOR FREE!!!. DETAILS SENT WITH CATALOGUE
Please make cheques payable to (Mrs) B.G. Reed
Add 70p Postage to all orders.

ANIM 1 PD

ANIMATIONS/SLIDESHOWS/GAMES
2 FARTHER WELL AVENUE, WEST MALLING,
KENT ME19 6NG
P.D. GAMES £1·25p PER DISK
POSTAGE 50p PER ORDER U.K.
PRICE PER 10 DISKS = £10·00 INC P+P
CATALOGUE FREE WITH ORDER OR SEND
2 x 1st CLASS STAMPS.

A1200 GAMES ONLY
1 AGA Megaball
2 Masquerade AGA (2)
3 Evil Insects AGA
4 Cybertech Corp AGA (2)
5 AGA Tetris
6 Motorola Invaders 2 (2)
7 Knotty
8 Emerald Mine 2
9 Roketz
10 AGA Klondike (3)
11 AGA To The Death
12 AGA Missiles (2)
13 AGA Beetle
14 AGA Bacman
15 Auto Mobiles

GAMES
16 Super Pacman
17 Karate Champ
18 Digger
19 Batdog
20 World Darts
21 Galaxy '93
22 Cronic The Hedgehog
23 Ice Runner
24 Tachyon
25 Moose Driver
26 Dithel in Space
27 Fatal Mission 2
28 High Octane
29 Starbase 13 (2)
30 Firefly Shoot 'em

(2) No. of Disks
Make Cheques/P.O. payable to:
'Anim 1 PD' Bankers card no. on cheques please.

FREE DISK

Catalogue
Thousands of PD titles (from only 75p) listed.
Send SAE to:
PATHFINDER PD (AP),
41 Marion Street, Bingley,
West Yorkshire BD16 4NQ.
NEW RELEASE
PG261 BLACK DAWN II – PATHFINDER PD EDITION
10 NEW LEVELS OF THIS EXCELLENT SHAREWARE
3D RPG – EXCLUSIVE TO US
ONLY £1·65 including p&p (A1200 & 1.3 A500 only)

XPD

100 DREAM BABES (10 DISKS)
18 **only £9.99 FREE P&P**
XPD, Dept (AP), 68 Fane St, Belfast BT9 7BW
WE DO NOT CONDONE OR SUPPLY ILLEGAL HARD-CORE MATERIAL.
PROOF OF AGE & IDENTITY MUST BE REQUIRED.
WARNING! This material may offend.

ONLINE PD

TEL: 01704 834335
BBS:01704 834583

ASSASSINS GAMES 1 TO 214
75P PER DISK

MODEMS! MODEMS!
14.4 & 28.8 v. Fast - Modems with 14.4 class 3 fax. available at low, low, prices. Complete with leads & FREE comms & fax software. Phone now for more details & other h/ware

For every 10 Disks ordered choose another FREE

(?) = no. of disks **GAMES** AGA = A1200/A4000 only

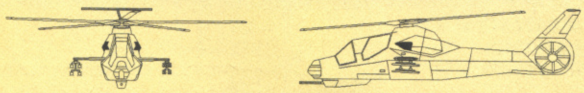
G42 Rise of the Robots 2 Player playable pre. (3) HD AGA
G41 Klondike 2 Deluxe AGA (3)
G30 to G38 Cards for the above AGA (8)
G39 Deluxe Galaga V2.3 2 player V
G28 Banshee playable pre.
G47 18th Hole Golf (2)
G01 Gravity Force 2 V1.02
G06 Turbo Raketti 1 & 2
G09 Scorched Tanks V1.77
G10 Starbase 13 (2)
G23 to G26 Cosmine's 2, 3 ,4 & 5
U37 A64 Emulator V3 + 15 games
U24 VIC-20 Emulator & Games
G40 Beavis & Butthead Game
G43 Dynamite Warriors 2
G44 Roketz AGA
G45 Black Dawn 2
G46 Green 5
G13 U-Chess V2.78 4Mb AGA
G21 Starwoids
G04 Tanks 'n' Stuff Dogfight etc
G07 Megaball V2.1 & 100 levels
G08 Megaball V3.0 AGA
G19 Zombies 2 AGA
U67 Spectrum Emulator V2.0
U33 AGA Spectrum Emulator + 21 games
U39 to U66 Spectrum Games Packs

CATALOGUE DISKS
2 Disk Catalogue FREE with 1st order or send 3 x 25p stamps or 75p. All sent out by 1st Class Mail

Cheques/P. Orders payable to: Online PD, Dept. AS,
1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX

ATTACK HELICOPTER FLIGHT SIMULATOR

A battle field scenario simulation of the Boeing/Sikorsky RAH 66 COMANCHE
'Serious flight modelling that requires skill to master'



Flight dynamics modelling: Not available on other sims. Author B.Eng Aero.

Test your flying skills over a 65000 sqr km battle area. Filled with over 300 fractally shaped hills, clouds, 1000's kms of rivers and roads. Land at any of five bases. Fly under and around bridges, power stations, etc. Destroy more than 160 passive and active enemy objects. Pit your wits against intelligent enemy anti aircraft weapons and enemy helicopter. **Armaments:** Guided Hellfire (4) and Stinger (8) missiles, 20mm (500) cannon. **Avionics:** Radar and FLIR targeting systems. 5 Mode flight control computer. Enemy radar & laser detectors. **Software:** Sophisticated flight modelling and collision detection algorithms. Utilises filled polygon 3D real time rendering techniques. 8 view modes. Realistic sound effects, incl doppler shift. Stunning fragmented object explosions. Realtime or user definable interpolation time constant.

Only £9·95 Includes instruction manual, postage and packing.
Supports A500 A500+ A600 A1200 A1500 A2000 A3000 A4000 & Accelerators
Kickstart 1·2 or later Requires a minimum of 1 Megabyte of ram Joystick optional

To Order: Please send your name & address with a cheque or postal order for £9.95 payable to 'Absolute Image' at A.I. Dept AP02. 9B Kenelm Road Colwyn Bay Clwyd LL28 4EE

NJH PD

Dept AP, 12 Meesons Mead,
Rochford, Essex SS4 1RN
Tel/Fax: 0702 546796 / 0585 348786

Many more disks in stock. If you can't see what you are after please phone and see if we have it. All disks will work on any Amiga unless otherwise stated. Full catalogue available for only 75p or 3 1st class stamps.
(#)= Number of disks
All orders sent 1st class the same day
FREE DISKS
For every 10 disks ordered choose 1 free.

FROM **70p** A DISK

1-3 Disks £1 per disk
4-9 Disks 90 per disk
10-19 Disks 80p per disk
20+ Disks 70p per disk
Add 70p per order for P&P

Cheques/P.O. payable to NJH

GAMES
☐ Clash of the Empires
☐ Nemesis
☐ Gorf
☐ A Day at the Races
☐ Steward Enquiry
☐ Knightwood
☐ Dr Strange
☐ Black Dawn 2
☐ Orbit
☐ Hugo the Troll (3)
☐ Moose Drive
☐ Jet Strike
☐ Automobiles
☐ Wally World (2)
☐ The Pyramid (2)
☐ Ant Wars (2)
☐ Les Dennis Hangman
☐ Sickball 2
☐ Taskforce
☐ Talisman (2)
☐ Moonbase (not 1.3)
☐ World Darts
☐ Strike n Spares
☐ Driving Maniacs
☐ Soccer Cards USA
☐ Galaga Deluxe
☐ Wibble World Giddy

GAMES
☐ The Ultimate Quiz
☐ High Octane
☐ Texas Chainsaw
☐ Extreme Violence
☐ Fruit Machine 2
☐ Star Trek (2)
☐ Road To Hell
☐ Dr Mario
☐ 21 Games Disk
☐ Mr Men Olympics (2)
☐ Wheel of Fortune
☐ Lemmingoids 2
☐ Amosloadsamoney
☐ LCD Dreams
☐ Board Games
☐ Gameboy Tetris
☐ Megaball 2.1
☐ Star Base 13 (2)
☐ 100 PD Games (7)
☐ Tetris Pro
☐ Grand Prix Manager 93
☐ 18 Hole Golf (2)
☐ Skidmarks
☐ Roulette
☐ Defender
☐ Deluxe Pacman
☐ Neighbours (2)

DEMOS
☐ Insane Demo
☐ CCCP Demo
☐ Pha-Q
☐ Demons Rage
☐ Seven Seas Art (2)
☐ Wind it Up
☐ Satisfaction Guaranteed
☐ Flying Cow
☐ 9 Fingers (2)
☐ Fairlight 242
☐ Jesus On E's (2)(2D)
☐ Star Trek Rave Demo
☐ Desert Dream (2)
☐ State Of The Art

UTILITIES
☐ Freecopy 1.9
☐ EPU Disk Stacker
☐ Microprose GP Editor
☐ Pools Predictor
☐ Crunchmania
☐ Crack And Copy
☐ Text Engine 4·1
☐ Spectrum V2
☐ Spectrum Games (8)
☐ Lock Pick 2
☐ D-Copy 3·1
☐ Grapevine 20 (3)

1200 UTILS
☐ Spectrum 1.3 AGA
☐ Kick 1.4
☐ Action Replay Pro 4
☐ Videotracker AGA
☐ Andy WB3 Utils
☐ WB3 Backdrops
☐ Magic WB (hard drive)
☐ Magic WB Extras

1200 DEMOS
☐ Some Justice
☐ Love (2)
☐ It Can't Be Done (2)
☐ Not Again
☐ Numb
☐ Lethal Dose (2)
☐ Friday At 8
☐ Fatal Morgana
☐ Subliminal XTC (2)
☐ Beyond Relief
☐ Ray World (3)
☐ Empty Head
☐ Virtual Journey
☐ Origin (2)
☐ Full Moon
☐ Abstrax Pig
☐ Explicit 2
☐ Chanel No 5

1200 GAMES
☐ Trick or Treat
☐ Cybertech Corp (2)
☐ Evil Insects
☐ Masquerade (2)
☐ Stones AGA
☐ Bacman
☐ Yatzooie 2
☐ Hoi AGA Remix
☐ AGA Megaball 3
☐ AGA Tetris
☐ AGA Klondike (3)
☐ AGA Klondike 3(4)(HD)
☐ Cards for Klondike (8)
☐ Motorola Invaders 2 (2)
☐ Mad Fighter

1200 SLIDES
☐ AGA Star Trek
☐ Jungle Book
☐ Phobe Cates
☐ Tutankhman (2)
☐ Erika AGA
☐ Claudia
☐ GIF Beauties (14)
☐ Body Shop Pack (12)
☐ AGA Manga Slides (4)
☐ Cindy Crawford (4)

FINAL SCORE

The Ultimate international soccer simulation.

Includes the following features...

★ 83 computer managed teams.
★ 200 England internationals.
★ 1400 foreign players.
★ Authentic players, team colours & national flags.
★ All players rated on 9 abilities.
★ Compete in the World Cup & European Championships.
★ Arrange friendly & tour matches.
★ View any opponent's matches.
★ A wide range of team tactics & player formations to choose from.
★ Comprehensive scout option.
★ A complete history of every nation.
★ Supplied on 3 disks. 2Mb's required.

Cheques, P.O.'s made payable to:
I.K. SOFTWARE
28 DEVONSHIRE ROAD,
GREAT YARMOUTH,
NORFOLK NR30 3AL

---

50 TOP AMIGA GAMES

FOR ONLY £9.99 POSTPAID!!

These games are NOT Public Domain or Shareware!
They are ALL 1993 copywrited games titles

Adventures, Puzzlers, Platformers, Sports,
Shoot-em-ups, Beat-em-ups etc.
Some of these games were MEGAHITS

FUTURE SOFTWARE (AP)
8 MAGNOLIA PARK, DUNMURRY, BELFAST BT17 0DS
ALL AMIGAS -1 MEGABYTE MINIMUM!
Fast despatch on orders. Overseas add £2.00

1000s of Titles in stock NOW!!

PIGMY CRUSH P.D.

Tel: (01792) 579411

DEMOS
9 Fingers (2)
S.O.T.A. Spaceballs
Dream Trippen
Vomit
Interference
Jesus on E's (2)
Fairlight 242
Mobile Spaceballs
Intense (2)
Sanity Arte
Timpanic Membrane
No Refund (2)
Pha-Q Demo
Shamen Mix
Data X the Victim

GAMES
Zombie Apocalypse
18 Hole Golf (2)
Texas Chainsaw
Mr. Men Olympics (2)
2 Player Soccer
Silverblade
Cash Fruit
Super Blue Kid
Wally World (2)
Tetris Pro
Giddy 2
Parachute Joust
Dithels W/Land
Kingdom at War
Overlander

SPECIAL PACKS

DUPLICATORS PACK	
(6 Disks)	£5·00
MUSIC PACK	
(5 Disks)	£4·00
ART PACK	
(6 Disks)	£5·00
DEMO PACK	
(5 Disks)	£4·00
1200 PACK	
(5 Disks)	£4·00

BLANK DISKS

10	£4·50
50	£20·00
100	£35·00

*Add £2·00 P&P on 50+ Disks

UTILITIES
D-Copy v3·1
Skick WB3
MenuMaster 3
Printer Drivers
Edword Pro v4
Lock-Pic 2
Kick v1·4
Text Engine v4·1
Start of the Art (2)
Crack & Copy
R.D.S.
Octamed Pro v2
Amibase Pro 2 v1·8
Pro Utils
SuperKillers WB 1·3/2

1200
ASI Fix Disk 1&2 (2)
AGA Utils 1
SuperKillers WB3
1200 Degraders
Action Replay 4
Motorola Invaders 2 (2)
AGA Tetris
Klondike AGA (3)
Madfighter
2 Player Games AGA
Babylon 5
Max Overdrive (2)
Crash Test AGA
Ray World (3)
Subliminal XTC (2)

PRICES

1-4	£1·00
5-9	£0·90
10+	£0·80

P&P Charged at UK. 75p per Order. Elsewhere add 40p

2 disk Catalogue £1·00
Telephone orders taken and despatched upon payment
Please make cheques/postal orders payable to PIGMY CRUSH P.D.

Orders to PIGMY CRUSH P.D.
Dept AP, 2 Skomer Place, Swansea,
W. Glam, SA5 5PH
FRED FISH 1 to 1000
ASSASSINS GAMES 1 to 200

DO THE write thing

Will they ever give Natural Born Killers a certificate allowing it to be shown at British cinemas? We think they should. But this is your page for your views so write in and tell us what you think. You could jot down a little something about Amigas too. If you like.

● Address your letters to: Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Or 'netsurf' us at: ampower@futurenet.co.uk.

"ABSOLUTELY SPLENDID CHRISTMAS"

Dear AP,
I'd like, if I may, to point out the following useful piece of information:

A subscription to AMIGA POWER makes an absolutely splendid Christmas or birthday present.

Thank you.
Yours hello-Daniel-lly,

PS Mum, if you're reading this, by spooky coincidence, my own subscription is about to run out. Not that I'm hinting at all. In any way.

And, with Valentine's Day coming up, don't forget that an AMIGA POWER SUBSCRIPTION also makes a fitting modern alternative to 'boring' chocolates and flowers.

HEAPING OF SCORN winner

"SLIGHT MISTAKE ON PAGE 34"

Dear Cam,
What can I say? Having just returned to England after spending 3 years at Euro Disney, I decided it would be a good idea to get back in touch with what was happening on the Amiga scene.

I sorted through the mags at my local newsagents and was drawn to AMIGA POWER. All I can say is that I made the right choice. Being a keen flight sim fan, I was particularly impressed with the comprehensive article you wrote on helicopters. But! and this is the reason I'm writing, I did find a slight mistake on page 34 of the mag.

Quote – "It's a Huey, as used in 'Nam"

Unfortunately not, I fear. Yes it is a Huey, but it's a Huey UH-1N, a twin-engined variant of the Huey. Although it made its first flight in April of '69, it never saw active conflict during the Vietnam war.

Yours sincerely,
Soliloquy Deale, Camberley

And not, for example, a single-engined Huey UH-1F, one of which is currently making its way towards Camberley to rake your goldfish pond with machine gun fire.

This is the mighty twin rotored Chinook transport helicopter, as extensively used by the French during the Gulf War.

"ME AND MY TOP MATE CARROT"

Dear AP,
Sorry, I don't understand. Has "Do The Write Thing" been transformed into the NME letters page? If not, why all the crap about Kurt Cobain? "This has seriously changed my opinion of AMIGA POWER, and I might not buy your mag any more," wrote a distressed 'Nirvana Fan'. Whoa! Seriously changing your opinion about something – have you had permission from Melody Maker? Also, I hate to disappoint you, but you not buying AMIGA POWER is hardly going to send Future Publishing into receivership, so don't throw yourself to the lions just yet.

Next up on morons' corner we had Roy Harris from Bolton who, if you remember, was deeply upset about Andrés Escobar and the resulting AP comments. Mr Harris stated "I am a football fan and I failed to see the funny side of it." Blimey, a football fan who didn't get the joke, whatever next? A veggie who doesn't eat meat? You mad fools.

And finally... Tedious football management games, and aren't they crap? Now if you could get a game where you actually see the players sort of runnning around and that, it would be great. Mind you, I'd never have time to play them anyway as all my time's taken up posing for photos and making up totally wacky names for me and my top mate Carrot Tree Rain Curtain Head Dude. These number crunching games simply devalue human life and it's like, we're all just numbers, two dimensional and flat and they're like, winning. You know, Mr Big. No, Big Brother, that's him. He's bad, man. So let's stand united against the evil from within and make this a victory for the common man. A victory for something that matters. Amen.
A Partly Toasted Cheese Sandwich, Kent

A promising start, but we can't help thinking that you lost it a little bit near the end. Five out of ten.

"I NO AMIGA ARE BEST"

Dear AMIGA POWER,
I don't often buy your magazine, but today I thought I may as well. I got home and placed *Aladdin* into my A600 and it didn't load when I opened the magazine and looked inside it said A1200 ONLY on the front of the disk in minute print it said A1200 only. I was thinking of buying a Super Nintendo so I could play *Aladdin* but I no Amiga are best. After this experience I shall never buy another AMIGA POWER in my life, and as for giving up on SNES, no way.
Yours,
Stupid Ford, Bournemouth

PS I would be grateful for an apology of some kind.

An apology? We should apologise to you because you didn't spot the enormous A1200 ONLY label on the front? We changed the A1200 logo to A1200 ONLY for folk like you who can't make the synaptic leap that a game labelled A1200 will ONLY WORK ON AN A1200.

"IT REALLY HURT"

Dear Everyone,
I went to see Punt and Dennis last month and they were really funny, which surprised me 'cos they were crap on the telly. I'm looking forward to December because I'm going to see Carter USM in the Vic Rooms in Bristol. And also it's Christmas in December! My girlfriend has bought me *The Settlers* for Christmas, so roll on the 25th!

I crushed my finger in a machine at work last week and it really hurt. Oh, by the way, regarding your review of blah blah, yackity shmackity, moan, moan, etc. Ha ha!
Lots of love, but no funny business,
Mark Lewis, Bath

That's nice. We're happy for you.

"NOT HAPPY WHEN DROWNING"

Dear AMIGA POWER,
I've compiled a list of the TOP 5 CIRCLES in Amiga gaming:
1. SYNDICATE After a hard day's

DO THE write thing

butchery, there's no better sight for sweaty (but happy) cyborgs than the big red circle on the radar map. Home time! Jellied eels.
2. EXILE The little circle that bounces all over the place in this game is in fact Fluffy, a friendly alien chum. Fluffy likes to go into cracks and retrieve objects for you. Fluffy is fireproof but is not happy when drowning.
3. PANG This is very satisfying for me. If I shoot the big circles, they split into smaller circles, therefore achieving greater enjoyment.
4. IK+ Good value for money in this game. Plenty of circles bounce around angrily, tring to knock the player over. There is a friendly shield to help fend off their advances.
5. CENTREFOLD SQUARES – Several circles in this game. You'll have to excuse me now.
Yours sincerely, **Alex Smyth, Sheffield**
PS I can never wait for the next issue of AMIGA POWER, so I put a sticker on front of the magazine with the day's date on it. The next day I change it for the new date, and so on, therefore I get a new issue of AMIGA POWER every day.
PPS Could you please stick a lolly on the front of the mag? It would have to be fixed on securely 'cos kids'd nick 'em.
PPPS I'm a mushroom lover, some would say I'm a fungi fancier. But that would be kinky, so I wouldn't go that far, NATCHurally.
Oh yes, OH YES!,
GOTCHA!

Mmm, and only a month late. Congrats.

"I OWN AN AMSTRAD"

Dear AMIGA POWER,
Why are you so against discussing printer problems for the Amiga? *(Uh-oh. – Ed)* In my experience, everyone who owns a computer sooner or later wants to print out something – even perhaps write a letter to you! They are going to turn away from Amigas if their needs are not catered for.

You take money from advertisers who supply printers and ribbons, cartridges etc, and yet don't want to have anything to do with their products. Aren't you being a little mean?

Go on – what's wrong with the occasional short article giving help with installing printers? The Amiga is designed to add on a printer, so I can't understand why you so steadfastly ignore this. I have yet to find an Amiga magazine which even discusses printers, let alone their problem, so you have a great opportunity to extend your market.

I own an Amstrad and subscribe to PCW Plus which is ever ready to solve ANY problems as well as reviewing software, including games. So where is your problem? My son owns an A1200 and a bubblejet printer which he is having problems installing. Witnessing this, and reading your magazine, I have to say that I am not impressed with Amigas, and on this evidence of poor support for customers, would not advise anyone to buy one!
Yours sincerely,
Limpid Boyle,
Isle of Man

Hello?

"VEGETABLE IS GOING"

Dear Cucumbers,
Putty Squad was reviewed in September by your good selves, yet as I write this, I've not seen it in any shop, anywhere.

Rise of the Robots is in the shops, yet you haven't reviewed it. WHAT THE VEGETABLE IS GOING ON?

I refuse to buy a game you've not reviewed.
Alex Tomato, A northern shire

Normally we're sent review copies of games a few weeks before their release, giving us time to evaluate them properly and tell you all about them in advance. With Rise of the Robots, *however, we were given the option of either travelling to Mirage's HQ and spending a few hours 'reviewing' it under their watchful eye, or waiting until a just a couple of days before it went on sale and doing the job properly in our own time. We waited, obviously, with the inevitable result that* Rise of the Robots *was topping the charts several weeks before our review appeared. Sorry, but there wasn't much else we could do.*

As for Putty Squad, *System 3 tell us they've held back the release until they've finished the Nintendo and Sega versions, so it won't be out until the new year (which is now, in fact). Do buy a copy, though, as it's great.*

"WHAT IS STUART CAMPBELL?"

Dear AP,
Being one of your newest converts (AP has got to be one of the funniest mags around), I'd just like to say that it's good to see that the spirit of Your Sinclair lives on. Before I spill the beans, though, a couple of questions:
● Who or what is Stuart Campbell?
● Are all your letters made up? Is this one?
● Do you know roughly how many people buy AP when they haven't got an Amiga, or am I the only one? Maybe you could do special APs without coverdisks for us Amiga-less people and drop the price.

But I digress. I'm writing in to answer what seems to be a right chestnut of a problem with the word na– *(Snip. – Ed)*

Who's Stuart? He's, you know, Stuart. AMIGA POWER has NEVER made up a letter. And as for your last question, we neither know nor care to find out. Next!

"THAT STUART HAS GONE"

Dear AMIGA POWER,
Now that Stuart has gone I would like to say that he is a whimsical tattoo on the buttocks of humanity. Now that Steve has gone I would just like to say that he is a grainy polyp of humanity.
Johny Tough,
Westward Ho!

"REALLY BURNT MY CUSTARD"

Dear AMIGA POWER,
Good evening. I've been a loyal AP fan since issue 12 and it's still as funny as it was then. I'm a normal, everyday person and I find the letters page severely funneeee, but just recently some A500 owners have really 'burnt my custard.'

Now then, the A1200 has been around for over two years and about half of all Amiga owners have one, so why shouldn't AP put A1200 demos on the cover? I mean, the A500 is almost seven years old and it shows. Times are changing, and these days, if you don't keep up with technology, then... you get... left behind (sorry).

It's the same with PCs. If PC owners don't keep their machines up to date, they can't play the latest, coolest games. So, A500 owners, you have three options:
1. Upgrade to the latest technology and play cool games.
2. Don't upgrade and then whinge a lot while your A500 sinks into OBLIVION.
3. Enjoy the demos on AP that DO work on your A500.

I'm sorry for being so nasty about A500s (after all, I used to have one) but then again, life is nasty. HAH HAH HAH! Goodbye.
Signing off,
Birkling, Chesterfield.

Harshly put perhaps, but pretty much underlining AMIGA POWER's sentiment. We can only report on the changing face of the Amiga game scene, which is sliding more and more towards the A1200. What can we do if fewer and fewer A500-compatible games are produced? We can't write the flipping things ourselves, can we?

"BITING THEIR PEN TOPS"

Dear AP,
I'd just like to say that if Bullfrog make a *Syndicate 2*, they should add a two-player option and the weapons they promised ages ago. I'm sure that running around a city shooting your friend with a shotgun might not sound that great in real life, but in a split-screen it would be, quite literally, bloody good fun. Lastly, I thank you for putting such excellent games on your coverdisks, *Gravity Force 2* being by

➤

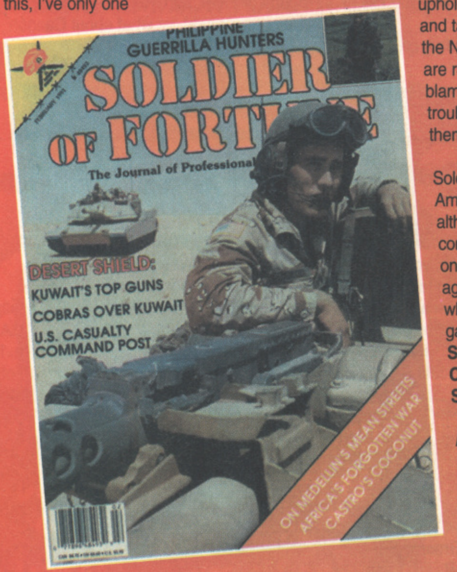
AP SWEATSHIRT winner

"THOU POSTURES AND SERMONS"

Dear AP,
As a long-time reader of your magazine, I've always noticed the particular "attitude" of its staff in the face of sex, violence and bad language in both computer games and movies, for which you've sometimes come under criticism, and your no-nonsense, even brutal approach to game reviews. About all of this, I've only one thing to say:

BY ALL MEANS CONTINUE THIS WAY! I've bloody had enough of all these politically correct, coercive utopian, age-of-the-wimp knee-jerk liberal whiners with their self righteous, moralistic, holier-than-thou postures and sermons on the adverse effects of computer games/movies/books/comics on poor, misguided Joe Public's mind. It is good to see a magazine that both upholds the customer's rights and takes a stance against the New-Age Inquisitors who are ready to put all the blame for modern society's troubles on everything but themselves and their peers!

AMIGA POWER is the Soldier Of Fortune of Amiga gaming, and although I buy other computer mags, it is the one on whose politics I agree with most, and on whose reviews I buy games. Keep up the fight!
Sincerely, David Cuciz, Lugano, Switzerland


PHILIPPINE GUERRILLA HUNTERS
SOLDIER OF FORTUNE
The Journal of Professional
DESERT SHIELD:
KUWAIT'S TOP GUNS
COBRAS OVER KUWAIT
U.S. CASUALTY COMMAND POST
ON MEDELLIN'S MEAN STREETS
AFRICA'S FORGOTTEN WAR
CASTRO'S COCONUT

Phew. You had us worried at the beginning there, but then comically changed tack at the beginning of the second paragraph.

DO THE write thing

far the best.
Bye for now,
Richard Stokes, Shrewsbury

We agree with Richard.

"I LOVE HER"

Could you pleeeeeeeease wish my mum a very merry Christmas as I love her lots.
Thanks a lot,
Andrew Lawrence, Croydon

Aw. We hope you had a smashing Christmas, Mrs Lawrence.

"SANDWICH ANONYMOUS OR PEANUTTETTE"

Dear AP,
I write this letter to ask for your help. Whether this letter will reach you is unknown to me. I tied this letter to my dog the other day and let him escape through the ventilation shaft. Why your help? Because it is all your fault. I wish I had never made that first Breakfast Sandwich! Damn you! Damn your Breakfast Sandwich! I AM ADDICTED TO THEM! Do you know what I have to do to get them? I steal money to buy the ingredients or, if I can't find any money, I'll shoplift instead.

After many weeks in a jam-induced blur, I decided to try to quit, but where can I get help? There are no Breakfast Sandwich Anonymous or Peanuttette Patches, so I decided to go cold turkey. I locked myself and my dog (for company) in the downstairs toilet with a padlock. I fell asleep hungry and when I awoke I found myself in the kitchen eating a Breakfast Sandwich. I felt so dirty, so unclean, and cried myself to sleep.

The next night I locked myself in the toilet and flushed the key down the bog. I need help. If I don't get help soon, I'll break free and OD on Breakfast Sandwiches. Help!
Trent Reznor, Cumbria.

AMIGA POWER cannot accept liability for injury or illness caused directly or indirectly by recipes printed within its pages. Your statutory rights are not affected.

"CANNON FODDER: THE MOVIE?"

Dear AP,
If Streetfighter 2: The Movie is a big success (which it will be) and they go on to make a sequel, what will it be called? Streetfighter 2, 2? Streetfighter 3? Streetfighter 2: The Movie 2? Streetfighter 2 Championship: The Movie? What? What?

All great films have computer games made of them, and now they're going the other way round, so what about Cannon Fodder: The Movie? And how about plays and things becoming games? How about *Macbeth: The Game* or *Anton Chekov's The Cherry Orchard*?
The Mad Potato, Bolton

"ALL OF THEM SHOULD STOP"

Dear Mr Davies,
The subject in question is coverdisks. I was appaled when a friend of mine recently stated that he only bought magazines for the coverdisks. I personally buy Amiga magazines, especially AMIGA POWER for the reading contents within. I now believe that Amiga magazines, all of them, should stop giving away coverdisks for about three or four months. This would show who the loyal readers really were.

I hope this suggestion has opened the discussion further and will act as a catalyst for many other letters.
Yours faithfully,
Dale Norman, County Durham

An interesting idea Dale, but isn't that going a little too far. We like to think that everyone buys AP because it's funny and informative, and that the coverdisks are an additional bonus, but is that how you all think? Do tell.

"HELL IS IT? IT'S BLOODY FREEZING"

Dear AP,
Actually, I'm missing my old A500 a bit. I don't suppose there's an A500 emulator for the PC is there? I wish to complain about university. It's not fair, you have to do your own cooking here, I wish to complain about that. And I've got a cold. I wish to complain about global warming too. Where the hell is it? It's bloody freezing here.

Well, I'd better be off now, as I've run out of things to say, except that whatever Isabelle Rees is on, I could do with some. Particularly in the mornings. Is it Red Bull energy drink by any chance?

How's Bob?
Steven Bosanko, S.Bosanko@east-anglia.ac.uk

We don't know what Isabelle Rees is on, and as far as we know Bob is just fine. Last we heard, she was recovering nicely.

"A FEW HUNDRED PEOPLE AT THE MOST"

Dear AMIGA POWER,
What happened to *Spodland*? Are The Hidden still working on it, or have they given up? It did seem an interesting game, so if they ever finish it, will it be on your coverdisk?

On the subject of coverdisks, I think you should drop then in favour of PCMCIA smart cards, just to make all the A500 owners feel even more alienated. After a few months of that you could move onto CDs, perhaps ones which only work on the CDTV so that only a few hundred people at the most could use them.

I really don't understand why all the A500 owners complain about you. You give them a gift and all they can do is complain that A1200 owners get a bigger gift, and before anyone asks, no I haven't got an A1200, just a 600, but I can appreciate that a blank disk costs about the same as the extra that you charge for extra coverdisk issues, and I've noticed that A1200 only games generally come on a separate disk from the others.

And finally, do you all like Marmite? Personally I hate it, I really can't stand it, but pretty much everyone I know loves it.
Bye for now,
Adam Noble, Hove

Most of us love it to and always have, Steve has grown to like it and Jonathan Nash hates it. Spodland? *We really don't know, but will no doubt tell you if anything interesting ever happens.*

"A FERRET IN THE POST BOX"

Dear AMIGA POWER,
A couple of days ago, I posted you a really brilliant letter. Every loyal AMIGA POWER reader has at least one truly brilliant letter in them which should be released before they die. And this was mine. Sadly, some vandal had put a ferret in the post box and it ate all the letters. Since my letters come straight from the heart, I don't have a copy and I cannot remember what I wrote because I took a blow to the head immediately after posting it. I cry myself to sleep most nights now. All I can do is light a candle every morning and think of what might have been. This has got to be the saddest letter you've ever received.
Alex Smyth, Sheffield

It depends how you define sad, Alex. If you mean "feeble minded and pathetic" then the saddest one we ever had was the Amstrad PCW owner complaining about our lack of printer support. If you mean "emotionally draining" then yours was fairly sad, as this tear-drenched page will testify. And what do you know?

On that note, we're out of space. For the letters. Again. Bye bye then.

Squeal piggy! Squeal!

AND ANOTHER THING...

Why can't you tell Future Publishing to make your magazines waterproof so I can read them in the bath?
Neil Thornely, Sunderland

Why do you think?

Ta very much for the mouse mat with the huge novelty breasts on it (Letters, AP41). Rodent manipulation since has been a joy to behold for all concerned.
Steve Browns, Chepstow

No problem whatsoever.

Sensible Software nick Stuart Campbell from you and then refuse to write games for the Amiga. Some cheek, huh?
The Chairman of the Mary Whitehouse fan club

Yeah.

On page 61 of AP44, you showed a screenshot of Cojutepeque and a caption that read "It's the Colombian Premier Division." Now as any football fan can tell you, Cojutepeque do, in fact, play in El Salvador.
Mick Aitken, Datchworth

Spanner.

Can you send me some of that Red Bull stuff, 'cos it's illegal here in good old tolerant Holland. Tolerant? Maybe, but not very consistent. Cannabis is (virtually) legal, but an energy drink isn't.
Thijs Vissia, Apeldoorn, Holland

Sorry, but we've moved on to F-Max.

AND THAT ADDRESS,

don't forget, is:
Do The Write Thing,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW.
Cyber Otaku Matrix-Jacking Guru Overlord High Wizards can email us at: ampower@futurenet.co.uk

ticed
ome on

rmite?
and it,
ves it.

ve,
than
don't
nything

a really
OWER
t letter
efore
some
ox and
come
a copy
e

self to
is light
what
the

. If
tic"
as the
bout
an
s fairly
testify.

e. For

que

d
ood
ybe,
is
k

nd

ax.

CANNON FODDER

THE OFFICIAL PLAYING GUIDE

Travel to strange and exotic countries. Meet interesting people of ancient cultures. Then kill them. That's what *Cannon Fodder*'s all about. But this kind of high body-count genocide requires much, much more than an itchy trigger finger and a willingness to shed blood for little or no reason.

You need THE OFFICIAL CANNON FODDER GUIDE, packed with hints, tips and a complete solution. Relinquish your moral obligations by following detailed instructions to the very end of the game, and then claim you "were only following orders." It worked for Lt William Calley, and hey, it might just work for you.

SYNDICATE

THE OFFICIAL PLAYING GUIDE

Cities are big. Cities are scary. Cities would be much more fun if you could stroll along the streets with four special pals armed to the teeth with mini-guns and flamethrowers. If only real life was a bit more like *Syndicate*, right kids?

Taking over the world's never easy, which is why disgraced ex-AMIGA POWER writer Richard Longhurst has packed out 165 pages with complete solutions to all the *Syndicate* missions PLUS the American Revolt data disk. All hail Rich Longhurst! All hail the powerful iron-fisted benevolence of the Corporation!

FUTURE BOOKS PRIORITY ORDER FORM

Name...Signature...
Address..Postcode..................

YES! I want to get some serious trigger time. Rush me ..... copy/copies of the OFFICIAL CANNON FODDER PLAYING GUIDE AT £9.95 each.
Order Code FLB 254A

YES! I want to suppress the world's population with my totalitarian regime. Rush me ..... copy/copies of the OFFICIAL SYNDICATE PLAYING GUIDE at £14.95 each.
Order Code FLB 157A

Total amount due: £................. Customers outside UK please add £4.00 for overseas delivery

☐ Visa ☐ Access ☐ Postal Order ☐ Cheque (payable to Future Publishing Ltd.)

Card No: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Expiry Date: ☐☐/☐☐

☐ Tick if you do not want to receive offers from other companies.

Return coupon to the following address (and don't bother with a stamp it's free):
Future Publishing Ltd, FREEPOST BS4900, Somerton, Somerset, England, TA11 6BR **AP46**

On sale January 19

FREE DOUBLE SIDED POSTER!

AND ALL THAT

The ONLY guide to this year's games and machines

PLUS!!

Ridge Racer - Playstation
Shadow Fighter - Amiga
Nintendo's Unirally and Wario Blast
Sega's Rystar and 32X releases
and our regular MK3 Kolumn by Ed Boon

GAMES MASTER

STILL ONLY £2.25

THE BOTTOM LINE

In much the same way as 19th Century occultists compiled reference works listing the name of every demon in the netherworld, so AP presents here a full breakdown of all the latest games.

THE BOTTOM LINE

(AND HOW TO UNDERSTAND IT)

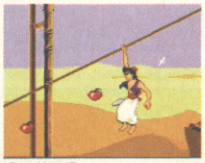
★★★★★ Him ★★★★★ His Son
★★★★ Archangel ★★★ Human
★★ Archdaemon ★ THE CLOVEN HOOVED ONE

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game that you're even slightly likely to think about buying.

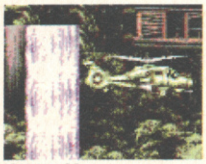
WHO'S WHO CW – Cam Winstanley ● DG – Dave Golder ● JD – Jonathan Davies ● JN– Jonathan Nash ● CL – Chris Lloyd ● RP – Rich Pelley ● SC – Stuart Campbell ● JA – James Attwood ● PM – Paul Mellerick ● SF – Steve Faragher ● SM – Steve McGill

ALADDIN
Virgin £30



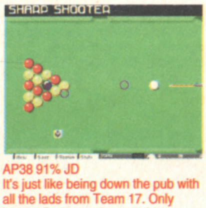
AP44 86% JD
A handsome conversion of the Mega Drive game, which plays slickly and breaks up the platform stuff with a couple of chase levels and bonus games. But, like all these post-*Cool Spot* platformers, *Aladdin* suffers from a severe lack of longevity. It's highly impressive while it lasts though.
★★★★

APOCALYPSE
Virgin £30



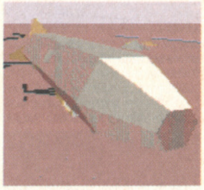
AP37 80% SC
It's *Choplifter* for the '90s. A straightforward and old fashioned arcade game. It's got pretty scenery, realistic little men to shoot and hostages to rescue and loads of different power-ups to collect. In fact, it conjures up the image of the best Vietnam movie you've never seen. There're only five levels and a limited number of strategies to employ, so it may not have the lastability expected of a game costing thirty quid, but you're only going to finish it in one night if you stay up all night and go bleary-eyed, that's for sure.
★★★★

ARCADE POOL
Team 17 £10



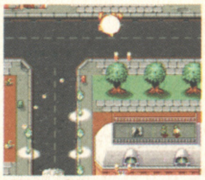
AP38 91% JD
It's just like being down the pub with all the lads from Team 17. Only better. Options galore, and great computer opponents. Best of all, check out the Speed Pool.
★★★★★

ARMOUR-GEDDON 2
Psygnosis £30



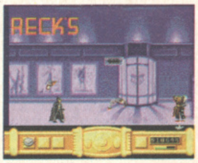
AP37 57% CW
A tactical war game set in a post-apocalyptic desert or something. You've got to race against time to avoid being slaughtered by a load of genetically deficient mutants from Dundee, or somewhere equally exciting as that. To avoid this embarrassingly horrific scenario, you've got to mine valuable ore that allows you to build tanks and other weapons systems. Control is icky and overly pedantic. Expect predictably high marks from other magazines 'cos it looks good.
★★

BANSHEE A1200
Core £26



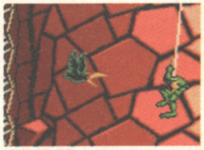
AP39 89% CW
SWIV with planes, or *1942* with helicopter and jeep but with planes, or *Dragon Spirit* with planes but with helicopter and jeep but with planes. And good. Graphically quite beautiful in an attractively nasty way (you get to strafe ground troops, who clutch their chests, look up with infinitely sad eyes then jet blood and crumple to the floor) and supremely playable. There are only four levels (the reason it's not a 90%+) but they're long ones, and slightly wider than the screen (so you can dodge around *SWIV* fashion). Plenty of power-ups which are highly selectable, plenty of monsters that are alarmingly competent and altogether rather a lot more fun than that. And no in-game music. Yippee.
★★★★★

BATMAN RETURNS
Gametek £15



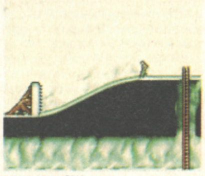
AP36 15% SC
Mind-alteringly unpleasant beat-'em-up with appallingly little control and truly shoddy graphics. Harder than *Project-X*, but without the saving grace of looking nice into the bargain You'll never see level three, largely because you'll have died of boredom and won't be bothered to get there.
★

BATTLETOADS
Mindscape £20



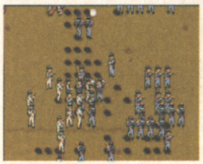
AP42 9% RP
Neatly varied but otherwise 91% terrible multi-stage beat-'em-up. ★

BENEFACTOR
Psygnosis £26



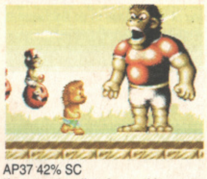
AP39 57% CW
Basically sound *Lemmings*-ish platform game marred by preposterously (and needlessly) small graphics. It's not as if you have to see so far ahead or anything (and anyway there's an option to scroll the screen if you really feel the need). The argument is that the tiny graphics mean huge levels of vast complexity, which is true, but a brimming mugful of gnawingly stupid flaws whack the gameplay full-bloodedly over the head until it stops squirming feebly and dies. Try these: unspottable traps. Unavoidable monsters. Long falls that kill you. No restart points. Levels that reset when you lose. Mmm. *Benefactor* is only for people who find the idea of trying to jump on to a moving ledge using a control method whereby you hold down fire to jump in a parabolic curve and let go to drop like a weighty rock marvellously appealing.
★★

THE BLUE AND THE GRAY
Impressions £35



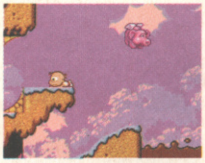
AP36 66% SF
Everyday American Civil War wargame, notable only for a strange habit of always making one side much stronger than the other. Dull.
★★★

BRIAN THE LION
Psygnosis £30



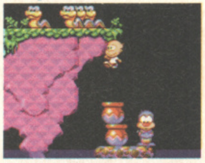
AP37 42% SC
If you made a list of everything you hated about cute character platform games, then compiled another list of things you really really hated about platform games, you'd be shocked to realise that *Brian the Lion* possesses just about every single category on both lists. It's a shame really. Brian tries really hard to overcome the handicap, his platform world is beautiful and possesses some neat hardware tricks, but it's all to no avail. The lame gameplay is just too much for Brian to overcome, the poor little love. ★

BUBBLE AND SQUEAK A1200
Audiogenic £30



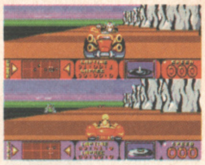
AP40 77% JN
Superior platform game with splendid graphics and unexpectedly good music that involves shooing a stupid blue thing to faraway places so he can help you get across that one dangerous bit. Large (but never empty), varied (there are bonus levels, hidden bits and a shoot-'em-up sub-game) and really very good fun indeed, it's tragically spoiled by needlessly tricky mechanics (it's all too easy for the blue thing to blunder off a ledge when following you) and a foolish hurry-up feature which fills the level with water, so if you make a mistake near the end of a screen, you drown.
★★★★

BUBBLE AND SQUEAK A500
Audiogenic £26



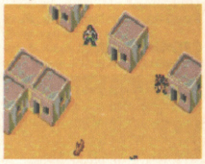
AP45 83% JN
Properly taking note of the criticisms of the A1200 version, Audiogenic have substantially increased the fun factor by beefing up Stupid Blue Thing's intelligence levels to a point where he no longer falls from a ledge if, for instance, he feels like it. Uses the CD32 joypad as well. But the watery time limit's still too nasty.
★★★★★

BUMP 'N' BURN
Grandslam £26



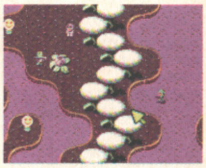
AP40 70% SM
A great idea – *Mario Kart* in the style of Wacky Races – comes apart at the seams due to an inability to grasp what made *Mario Kart* such fun in the first place. The tracks are too long so you spend ages scenery-watching, the competitors bunch together so you spend a few more ages scenery-watching, and you don't even need to use the comedy power-ups as you can pass the other cars by flooring the accelerator. Er, only to see them retaliate by strangely and suspiciously stumbling across convenient turbo-chargers. Mmm. Expansively disappointing.
★★

BURNTIME
Kompart £30



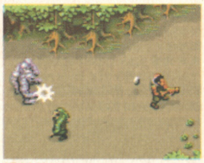
AP40 74% SM
Ugly strategy game involving traipsing around a post-apocalyptic desert and gathering a happy band that will have some chance of survival. It's sort of Mad Maxish (but without the vehicles), sort of Duney (but without the spice stuff), a bit unfair (you'll get killed a lot before you find out where everything is) and endorsed by Greenpeace. It is fun, though. Sort of.
★★★

CANNON FODDER 2
Virgin £30



AP44 89% CW
Disappointingly, a data disk rather than a sequel, and one that inexplicably takes our muddy, terrified heroes out of the grimly realistic warzones where they belong and shoehorns them into an implausible time-travelling plot. The quality of the levels isn't affected – the design is consistently better than the original's, and it's far more of a tricky trickster – but fighting blobby aliens on blazingly purple planets 'feels' wrong for the game. Rather more importantly, *Cannon Fodder 2* is outrageously expensive considering there's nothing new in there at all. It's still brilliant, but pointedly less so.
★★★★★

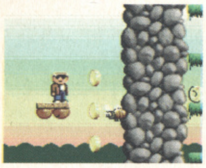
CHAOS ENGINE A1200
Mindscape £26



AP34 91%
AP Top 100 No. 29
A1200 upgrade to the ubiquitously adored original. Not too much difference graphically or playability wise, but everything does tend to look 'zingier' and better defined. If you've got the original ➤

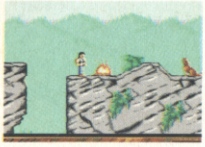
A500 version, it's not going to be worth your time rushing out and buying this. If not, then what are you waiting for. ★★★★★

CHARLIE J COOL
Rasputin £20



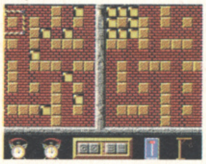
AP43 45% PM
A below-average platform game. ★

CLIFFHANGER
Psygnosis £15



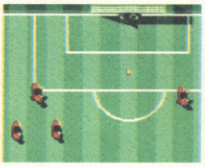
AP39 19% SF
The world's worst film licence. ★

CLOCKWISER
Rasputin £13



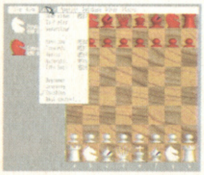
AP40 79% JA
Bricky puzzle game where you have to rotate blocks to recreate a given pattern before time runs out while dealing with the usual complement of bombs, traps, indestructible walls and teleports. Expectedly shoddy graphics, typically annoying gameplay, unsurprisingly terrible learning curve and predictably addictive. Almost *Lego'X*, really. But not quite.
★★★

CLUB FOOTBALL: THE MANAGER
Teque £30



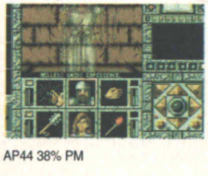
AP43 52% PM
A 2%-above-average football management game. ★

COMPLETE CHESS SYSTEM
Oxford Softworks £35



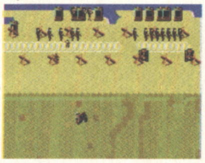
AP45 81% SF
Chess.
★★★★

CRYSTAL DRAGON
Black Legend £30



AP44 38% PM
Pick an RPG, any RPG – it's more than likely to be better than this redundant *Dungeon Master* clone.
★★

D-DAY
Impressions £35



AP40 51% JD
Impressions seem bizarrely proud of their jealously guarded Micro Miniatures construction kit, and here's another wargame to make Dave Golder so glad it hasn't been released in a SEUCK-like manner. Every popularly held prejudice against wargames is confirmed by *D-Day*, and it takes as its starting point the day of the landings, so robbing you of any chance to do it yourself. (Surely the main attraction for restaging historic battles). Barely passable for fans of brain-haemorrhagingly tedious number-crunching, slightly more tolerable if you also enjoy playing with impossibly small graphics that are the same colour as the main map.★

DANGEROUS STREETS CD32
Flair £26

AP35 3% SC
One of the worst games we've ever seen and it was used to promote the CD32. Aaargh. Luckily Commodore have seen the error of their ways. Stunningly poor gameplay, stunningly poor graphics and stunningly poor sound. Alternative recommendations for use of the CD that the game comes supplied on are; burning, scratching, hammering and breaking.★

DARKMERE
Core £30

AP37 69% JD
It's an RPG with no distinguishing characteristics other than pretty graphics. The main focus of the game though, rather than the pretty graphics, is the menu system which you use to issue commands and the like. The plot is weaker than standard RPGs' (which are usually weaker than a weak thing) and that is basically the game's downfall. Staunch RPG fans will love it for the cute edible bunny rabbits.
★★★

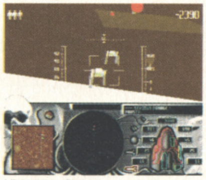
DRACULA
Psygnosis £20

AP39 14% JD
The world's other worst film licence.
★

ELFMANIA
Renegade £26
AP39 61% SC

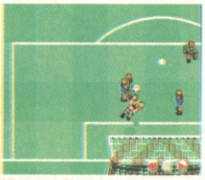
Pretty but vastly disappointing beat-'em-up with no sense of weight to the characters and a perfectly dreadful method of performing special moves that might as well light up a neon sign above your head saying, "Look out, other player – I'm about to perform a special move." There's a clever bit where you're fighting for money so you can hire a better character, but it all goes disastrously wrong in practice because the figures are fiddled to prevent you having a reasonable stable of fighters. And the tough people are so tough (and the weak ones so weak) that the fights are horribly unbalanced. The worst thing is, we said all this at the preview stage, but the programmers have taken not a jot of notice. Fools.
★★

EMBRYO
Black Legend £26



AP43 62% CW
Potentially staggering 3D flight sim (sort of like *Guardian*: ie, *3D Defender*) which blows it completely by having monsters that are far, far too tough. It's amazing no one picked up on this – it really does kill the game stone dead. And there's all that attention to detail and the serial-link option as well. Wasted. Utterly, utterly wasted. The A1200 version scored 70% for additional speed, but it really just highlights the missed opportunity. ★★

EMPIRE SOCCER
Empire £26



AP40 90% SM
If *Sensi* is the big red Routemaster of football games, then *Empi* is the hardy commuter running along behind, forever off-balance and leaning forwards in a futile attempt to catch hold of the metal pole, never quite managing it but putting up a passenger-pleasing, sprinty try all the same. It's nothing at all like 'real' football, instead concentrating on top Robo Hunter story Football Crazy-like special moves such as banana shots which curve through 90° and powerdrives which horribly injure the keeper. The pitch is short and square, you can take out three people with a sliding tackle and it's riddled with small and endearingly silly bugs (throw-ins and corners are more or less randomly allocated regardless of the team at fault), and it is, really and truly, *Speedball 2* in shorts. There's no doubt about it, this is certainly one of the top five games of 1994.
★★★★★

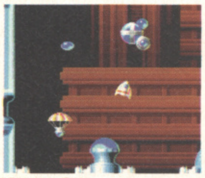
F1
Domark £26
AP34 90% SM
AP Top 100 No. 16
Rewritten version of *Vroom*. Now includes a split screen two player option. Runs at a full 25 frame update in 'Turbo' mode on an A500 and an astounding 50 frame update on an A1200. *F1* is without a doubt the

fastest racer on the market and the best thing of all is that gameplay and handleability are not sacrificed despite the speed. If you're in the market for a seriously good, seriously fast racer, or the tyres on your other racing games are starting to go off and look a bit tired after years and years of high speed, redlining engine-revving action, buy this little beauty. It's one of those games that quite literally blows away the competition.
★★★★★

FIELDS OF GLORY
Microprose £30 (£35 AGA)

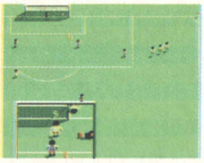
AP44 61% CW
Waterloo wargame swathed in options and featuring an ingenious three-scale map system tempting you to follow single units instead of examining the Big Picture and so fall foul of the Fog Of War. But it blows it all horribly, because – insanely – the game doesn't take terrain into account. So you just run everybody straight at each other and see who crawls out alive. Mmmm.
★★

FLY HARDER
Buzz £10



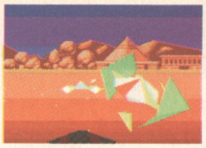
AP36 90% CW
CD32 £15 72% SC
Great *Thrust* derivative that's included here despite being a budget game because (a) it's so good, and (b) it's an original CD32 game as well. Get it on floppy, though, because it's so ferociously hard that playing it with a keyboard is your only chance of success.
★★★★★

FOOTBALL GLORY
Black Legend £26



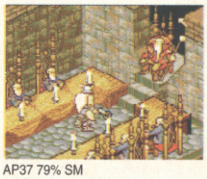
AP45 66% (68% A1200) PM
The coincidental *Sensi* lookalike that, while playing a largely acceptable game o' football (aside from the idiot ploy of having the computer opponents 'slip up' by rocketing the ball into their own net or something, rather than playing poorly) pales in comparison with *SWOS*. There are mechanical troubles as well: the jolly collection of special moves are wasted because the computer teams don't give you time to set them up before legging it with the ball; the aftertouch is madly sensitive; and the passing is problematically inaccurate. Interesting, but flawed. The AGA version's slightly faster, with better sound.
★★★

GUARDIAN CD32
Acid Software £30



AP43 90% JD
Defender. In first-person 3D. On the CD32. Buy it. Because you know we're right.
★★★★★

HEIMDALL 2
Core £35

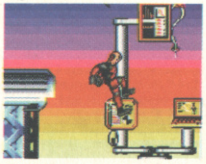


AP37 79% SM
A 3D-Isometric RPG which despite the hype and overly high scores in certain other magazines, does nothing to push back the bounds of this type of game; a major quest broken down into sub-quests which have to be completed before you can proceed. Some of the puzzles involved are simple, others are convoluted, and others are just downright impossible. It'll take a long time to complete, but doesn't offer enough to justify the exorbitant price of thirty five quid.
★★★★

IMPOSSIBLE MISSION 2025
Microprose £35

AP39 75% SC
Not so much a sequel, more a game suspiciously similar to the round of uninspired platformers that came out about the same time as the first *Impossible Mission*. Microprose's infinite wisdom has it that the tightly focused, puzzle-oriented gameplay of the original was a Bad Thing, so *Impossible Mission 2025* sprawls formlessly and concentrates on silly feats of leaping which are made pointlessly more difficult by the inflexible jump mechanism. What puzzles there are are more than slightly dull, and not even the new power-ups (like handy shields and a fab jetpack) enliven the action. Damningly, the most entertaining thing about this game is the C64-perfect original *Impossible Mission* you get with it.
★★★

INCREDIBLE CRASH DUMMIES
Virgin £26



AP39 52% SM
A platform game. With guns. And dummies. That lose limbs. And then regain them. With unbearably predictable consequences. It's not very good. Really.
★★

INNOCENT UNTIL CAUGHT
Psygnosis £30
AP35 81% CW
Psygnosis make an attempt at usurping *Monkey Island*, both for humour and likeability with their not so heroic hero, Jack T Ladd. Point

and click adventure with some less than standard features, adds to the flavour of this inter-galactic romp. Your hero has only 28 days to cough up the equivalent of a planet's debt or else it's the equivalent of the Inland Revenue's Death Star. Recommendable. ★★★★

INTERNATIONAL SOCCER
Zeppelin £10

AP38 23% JD
Worth buying if only for the comedy factor. You and a friend will hoot with laughter at the derisory speed of some of your players. Other than that it's crap. ★

ISHAR 3
Daze £33

AP41 50% CW
Entirely uninspired first-person perspective RPG which is still living in 1985 (walk around some mazes, find someone, walk around some more mazes to find the object that someone wants, return it to be told someone else is waiting for you in another maze) and chokes any chance of excitement with barely noticeable character interaction (non-plot vital citizens are just scenery) and extremely dull fights. Does all the wrong stuff with external and hard drives as well. The fact you can load in your favourite party from the prequels sort of gives away the lack of interest in mass appeal, but that doesn't excuse the overwhelming tedium of it all.
★★

JAMES POND 3
Millennium £30

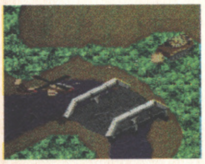
AP38 46% SC
Touted as 'the best platformer ever', this sadly fails to deliver. Although it's huge and there are loads of secret rooms which should offer loads of potential, it's very annoying to play. There's even a (dramatic gasp) slippy-slidey ice world. No, no, no.
★★

JET STRIKE CD32
Kompart £26

AP42 81% CW
The control problems and disk accessing time, which foxed the original version's high-octane air-to-air and air-to-ground fireball antics, have here been eliminated, which is

a Good Thing. The in-game tunes have been replaced by some actual musical numbers with singing and everything, which is a Crime Against Humanity. Apart from that, exactly the same mixture of disturbingly realistic plane specs (down to the engine noise, apparently) and laughingly hopeless handling. Charmingly PD (the programmer's obviously done everything, including graphics and speech) and, curiously, excellent fun.
★★★★

JUNGLE STRIKE A1200
Ocean £28

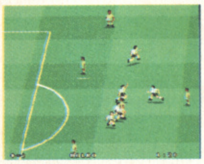


AP45 77% JN
Console action games are great. You switch them on, play them for a bit and then switch them off when you get bored. *Jungle Strike* is a conversion of the Mega Drive console action game, and they would have got away with it if it hadn't been for that meddling lack of depth. The 40 or so levels can't disguise their similarity beneath excited mission briefings; you're either flying off to shoot something, or to rescue someone. A couple of extra vehicles to commandeer here and there do break up the pattern (although you're just doing the same stuff but at a different height) but the tiring faults (like having to search minutely for your own fuel on later levels – a-ha ha ha) drag it down. A great console action game, and as such best taken in short doses.
★★★★

K240
Gremlin £30

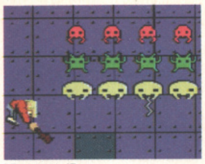
AP37 83% SM
Utopia got a good rating from AP first time round. *K240* is basically *Utopia 2*. And what an improvement over the original it is. *Sim-City* meets *Populous* set in an asteroid cloud in space. Your job is to mine and explore the asteroids in sector K240. This would all be hunky dory and rather dull, apart from the fact that there are aliens out there set on blowing your plans and your asteroids to smithereens. It's a race to mine enough ore to build enough ships to go out there and push the enemy's face in. And there's nothing quite like the feeling of destroying the enemy's asteroids, that's for certain.
★★★★

KICK OFF 3
Anco £26



AP40 69% SM
At least they've tried to be different: the absence of Dino Dini has also spelt the end of the pinbally feel to this series. But it's all a bit of a mess. The game forces you to use a two-button joystick (otherwise you can't pass accurately), the scrolling is genuinely sickeningly jerky, the graphics and 'feel' are hugely shabby (silence when you score, laughably inappropriate animation, no second drive recognition and the muddled front end spring easily to mind) and you just want to be playing *Wembley International Soccer* for the whole time you're squabbling with it.
★★

KID CHAOS
Ocean £26

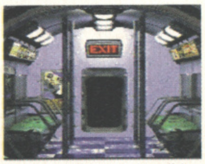


AP41 71% JD
Oh, how we wept into our mugs of unpleasant chocolate. Apparently the programmers of this game turned up on Ocean's doorstep with an exact copy of *Sonic the Hedgehog,* but in the inevitable legally sensible flurry of changes something terrible happened. In crept over-enthusiastic momentum, stupid obstacles that stop you running at speed (so why have such fast scrolling?) and unspottable traps, trampling all over the great vandalism-based gameplay and atypically imaginative level designs. Grrrr.
★★★

KING'S QUEST 6
Sierra £35

AP41 70% JD
Point-and-click adventure that, while being large and involved, is also guilty of just about every point-and-click crime: tiny objects (with a cursor that doesn't point them out), deaths (and sudden deaths at that), endless screens of text, terrible jokes and no improvement in the cloddish control method despite three years having passed since Part 5.
★★★

LABYRINTH OF TIME
Electronic Arts
AP35 CD32 47% CW



Imagine one of the most beautiful slide shows that you've ever seen on an Amiga. Then imagine a less interactive slide show. That just about sums up *Labyrinth.* You've got to save the earth or something equally as paltry and explore a connecting maze at the same time. Nothing can hide the fact that there's no gameplay, no atmosphere, and ultimately, no reason at all whatsoever to play the thing. ★

LAST ACTION HERO
Psygnosis £20

AP39 3% SC
The world's other other worst film licence. ★

LEGACY OF SORASIL
Gremlin £26

AP36 80% SM
Look, it's *Hero Quest 2*, all right? Perfectly fine and fun RPG hack-'em-up as it goes, but why not try *Sabre Team A1200* or *Laser Squad* (still) for something a bit zingier?
★★★

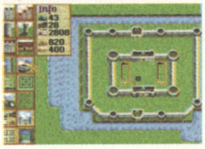
LIBERATION A1200
Mindscape £30

AP36 89% SM
AP Top 100 No. 33
They said it couldn't be done, but it jolly well could you know because A500/600/1200 owners with 1.3 mb of free RAM can now play Tony Crowther's CD32 blockbuster from humble floppies. Apart from the sound, there's very little discernible difference between the CD32 and A1200 versions, and although the non-AGA machines simplify the graphics somewhat, the massive city with its captivating gameplay (cheers) remains pretty much intact.
★★★★★

LITIL DIVIL CD32
Gremlin £30

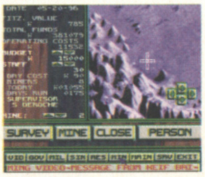
AP42 22% JN
Yes, you've heard the line hundreds of times before, but this time we're using it and we're great, so shut up. This game's graphics are cartoon quality, and the artists should seriously consider getting into animation. The look, the characterisation, the gags and (most importantly) the timing are impeccable. The game though is one club-footed step beyond the wretched *Dragon's Lair*, in that you have full control over your 'divil' but end up playing (dishonestly hard) *3D Maze, Simon* and *Frogger*. Sigh. ★

LORDS OF THE REALM A1200
Impressions £35



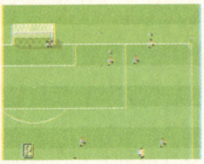
AP44 82% RP
Extremely professional peasant/castle wargame where you have to keep everybody happy and then kill hundreds of people in a neighbouring county because they looked at you funny. High feeling of involvement and gratifyingly complicated, but it's not going to win any converts to the cause.
★★★★

MAELSTROM
Empire £35



AP35 72% SM
A space opera management game which may well appeal to science fiction fans. Lots of groovy stuff in here to get your teeth into. You are overlord of the most strategic planet in the galaxy. The big bad empire are out to conquer you. You must defend yourself effectively or else it's curtains. Gameplay is somewhat hindered by silly names and lack of an undo feature on the options.
★★★

MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS
Krisalis £30

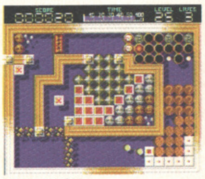


AP36 62% (A1200 63%) SC
It's *Sensible Soccer*, but for *Kick Off* fans. Hmmm.
★★★

MARVIN'S MARVELLOUS ADVENTURE A1200
21st Century £30

AP45 26% RP
No unexpected monsters, no end-of-level bosses, no unspottable traps, no leaps of faith, no control troubles, no disk drive problems, no illogical passwords, no reason to play again after you complete it in four hours and thirty-two minutes on your first go. A wracking shame. ★

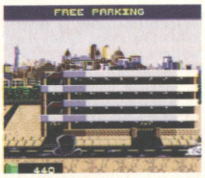
MEGA MOTION
Black Legend £10



AP35 75% SM
An original if somewhat hard to categorise puzzle game. 100 levels grouped into four difficulty types provides a nice balance for children and adults. Guide a Newtonian kinetic mimetic 'thing' to an exit. In between there are fiendishly placed obstacles and bombs in your path which have to be negotiated and blown up. The down side is that once a level has been completed, you're not going to go back to it.
★★★

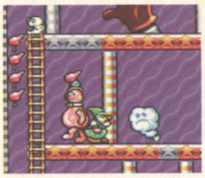
MICROCOSM CD32
Psygnosis £45
AP36 44% SC
Hugely disappointing rehash of *Space Harrier* that's neither as pretty as we'd hoped or as interactive as we'd been told. The animated intro's impressive, but 45 quid is about a fiver for every minute's entertainment this'll give you before you get utterly bored. ★

MONOPOLY
Supervision £28



AP38 81% SC
A surprisingly fun version of the board game classic, made exciting by the character-filled opponents such as Lord Topper, Bosun Barnacle and Mobile Michael. Gather the family around your computer and force the loser to make cups of tea for £500 Monopoly money.
★★★★

MR BLOBBY
Millennium £20



AP45 37% JN
Super Troll Island on the SNES, but on the Amiga and with Mr Blobby. Sloppy design and stupid faults (like leaping through the ceiling to land on the platform above when you merely wanted to hop over a monster) don't help; neither does the ease with which you can coast through the game. Bizarrely though, it is tolerably playable for a couple of hours. It's bad. Not as bad as you'd think, though. (But still bad.) ★

MR NUTZ
Ocean £26

AP38 80% SC
Although it's rather sprawling and seems sometimes aimless, this is nonetheless a well programmed and entertaining platformer. Mr Nutz is a squirrel out to save the world, or something like that. This *Mario*-esque adventure will give you hours of fun. If you like that kind of thing.
★★★★

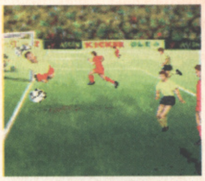
NAUGHTY ONES
Interactivision £26

AP36 90% SC
AP Top 100 No. 47
A fabulously loveable single-screen arcade platformer following in the traditions of *Bubble Bobble, Parasol Stars* etc. Dozens of stages, formidable difficulty and lovely to play. Just the way we like 'em.
★★★★★

ON THE BALL WORLD CUP EDITION
Daze £30 (£33 AGA)

AP41 85% SF
At last – someone's actually sat down and worked out that what football management games need is a sense of fun. The feeling of involvement with your team is tremendous (you get to laugh with them, cry with them and, er, enjoy a post-match tipple with them). A distinct lack of numbers helps the game bounce along, and the all-round polish and attention to detail (not to mention solid management algorithms) puts this at the top of any wants list.
★★★★

ON THE BALL LEAGUE EDITION
Daze £30
AP43 71% SF
The World Cup Edition game, but, insanely, minus all the human interest bits. In their place you get

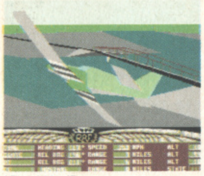


numbery management bits, the lack of which made the original so good in the first place. Foing!
★★★

OUT TO LUNCH A1200
Mindscape £25

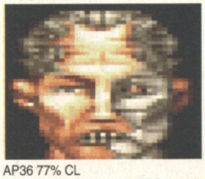
AP39 76% JD
Despite being a platformer, and despite having a Slippy-Slidey Ice World on the first level, and despite forcing you to go looking for weapons at the start of each screen, an entertainingly playable(ish) and rewardingly difficult(ish) game with Pierre the Chef, the cutest hero ever in the history of all things. Frankly, it's Pierre and the other characters who really make the game (there's nothing here you've not seen before) but they do it with such pânache that you can't help but enjoy yourself. And the bit where the anthropomorphic salmonella absorbs your oh-so-lovable chef whole is a truly gruesome treat.
★★★

OVERLORD
Virgin £30



AP43 88% JD
Multitudinously viewpointed flight sim of WW2 Vichy-trouncing antics with a splendid regard for the player. You can speed up time in long flights, skip take-off and landing, and tell the computer to follow the target plane visually during an attack so you don't lose him when he moves past your line-of-sight. Controls are a bit clunky (far too many keys to remember) but that's unavoidable, and anyway it's got great explosions and trails of smoke. Enormous fun. Substantially faster on an A1200.
★★★★

PERIHELION
Psygnosis £30



AP36 77% CL
Overwhelmingly orange RPG, a bit like a less-accessible version of *Laser Squad.* The graphics are pretty (in an orange kind of way), the onscreen text's a bit difficult to read (because of all the orange, probably), and the gameplay's a bit orange. Er, unoriginal. But it's okay. If you like fruity colours, etc.
★★★

PGA EUROPEAN TOUR GOLF
Ocean £26 (£28 AGA)
AP43 84% JN
Golf. But, astonishingly, good. 'Real' players, 'real' courses, that tried and tested press-for-power-

➤

Wind
6 mph
Shoot

press-for-direction control method, and some lovely sound effects. (But shockingly awful music, natch.) It's really very good fun, even for non-golfers. They're going to find it a tad samey, though.
★★★★

PINBALL ILLUSIONS (AGA)
21st Century £30

AP43 89% JD
It's a disappointment, this. The presentation's been beefed up (including more detailed 'LED board' animations) and there's a multiball option (complete with a hi-res mode to show near all the table at once) but it really is just more of the same. Less of more of the same, as well: there were going to be four tables, but they chucked one away for not being good enough. So your £30 nets you exactly three tables. All good stuff, natch, but no vast improvement over *Pinball Fantasies*.
★★★★

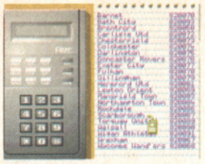
PIRATES! GOLD CD32
Microprose £30

AP 35 74% SC
Yo ho ho and a bottle of rum, pieces of eight and shiver me timbers, are all phrases which will slip unashamedly off your tongue when you play *Pirates! Gold*. It's basically just a re-release of *Pirates!* with tarted up graphics. Despite the basic framework, it manages to hoist your mainbrace and rope you into its rigging. Certain aspects are unnecessarily tedious and the combat system is too simple. Despite that, it's still a jig of a game.
★★★

POWERDRIVE
US Gold £30

AP45 61% JD
Empty tracks, trying to reproduce realistic car handling with a joystick, computer drivers that never crash and the financial burden of having to succeed just to repair the car you've smashed up speeding realistically around an empty track in order to succeed, are but some of the problems found in this rally sim. A challenge tangibly vanquishable after a few hours of practice is but one of its attractions. Actually, that's it. And you'll get fed up before you master the game, anyway.
★★★

PREMIER MANAGER 3
Gremlin £26
AP44 83% SF
Zenith of stats-based footy manny games (probably) but one that suffers ironically from the depth of its cleverness. A sort of remix of the



previous games in the series with all the clumsy bits ironed out, *PM3*'s sole gimmick is its *SWOS*-like adjustable player positions. But unlike *SWOS* you have to spend ages rejigging your team after every loss, because you're not given enough information about the opposition. It's exceptionally difficult and demands unbroken concentration, but rewards with thunkingly solid fun.
★★★★

PUGGSY
Psygnosis £30

AP36 40% SM
Did someone say *'Puggsy'*? Crapsy, is more like it. ★

PUTTY SQUAD A1200
System 3 £30

AP41 91% CW
Visually, aurally and conceptually gloriously inventive platform game with exactly the right mix of gags, guns, gullible cats with rubber stomachs and gameplay. Slither, bobble and dance-to-DJ-Uncle-Ted your way through fifty levels of disturbingly Apocalypse Now-inspired nonsense, hitting monsters with your blue putty fists and swallowing their souls with your amazing absorb-o-power. Easily the best platformer since *Yo! Joe!* and an object lesson in how to do a sequel properly. Bonus points for including a sample from Screwball Squirrel (Tex Avery, 1944) as well. Or possibly not.
★★★★★

QUIK
Titus £20

AP40 58% CW
Stunningly average platform game affording nothing new whatever and rapidly becoming very annoying indeed.
★★

REUNION (AGA)
Grandslam £35

AP43 81% CW
Current thinking in junk mail circles eschews the blanket approach, concentrating instead on finding out from various databases who you are, what you're like and what you like, and then 'targeting' their rubbish at you directly. *Reunion*'s a bit like that (except it's not rubbish) – it's a *Dune*-ish buildy things strategy game with no exciting bits at all and billions of stats which requires 50 hours to complete (if you know what you're doing), an A1200 and a hard drive. So get it, Bill Rebus of Toxteth – you'll love it.
★★★★

REUNION A500
Grandslam £35

AP45 81% PM
A mere three months after we reported it couldn't be done, it's been done. Those rascally software publishers, eh? Graphically simpler than, but otherwise exactly like, the A1200 version. And you don't need a hard disk to run it, although a couple of external drives are recommended.
★★★★

RISE OF THE ROBOTS
Time Warner £40 (£43 A1200, £35 CD32)

AP45 5% JD
Words cannot fully convey the extent to which *Rise of the Robots* is the poorest full-price release ever in the history of all things, although imagining it as an insuperably retarded beat-'em-up that Player One can complete at any moment by holding down diagonally up and right and the fire button captures its essential risibility. The nearest the software industry has yet come to robbing an elderly deaf woman in a wheelchair whose son has just died in a car accident returning from the funeral of his father and sister killed when their ancestral home burned to the ground and then severely beating her. With the diseased family pet. ★

ROADKILL CD32
Acid/Vision £30

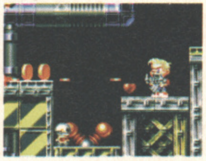
REC 0'37"40
MINES

AP45 84% JD
Rocky Roll Racing on the SNES, but on the Amiga and viewed from overhead. It's an ultraviolent *Super Sprint*, using the old futuristic game show ploy to create a fantastically exciting smoking wreckage experience. "Get the jackpot," booms the announcer as you fire missiles at hapless opponents. "Get the super-jackpot," he roars as more cars spin away to their doom. The piddly damage indicators and surprisingly low number of courses (12, explicit numeric fans) annoy; the lack of a two-player game hurts. Let's hope the forthcoming A1200 version corrects things with a serial link option, eh?
★★★★★

ROBINSON'S REQUIEM
Daze £35

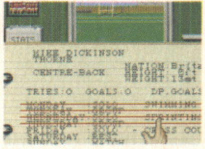
AP43 39% RP
Slow, slow, slow, dull, dull, dull RPG that has you walking around (so very much) in an effort to escape from a prison planet. Frankly, it's only passable with the cheat mode active, because then you can cut out the endless perambulation. The gimmick's that you have to keep in trim in the face of disease, but it's hardly worth the wait. ★

RUFF 'N' TUMBLE
Renegade £26



AP42 88% JD
Platform game with guns that's appallingly difficult, but rigidly fair with it. Lovely reversals (your small cute child packs a machine-pistol; the denizens of the typical platform levels – woodlands, underwater caverns and the like – are armour-plated and fire barbed harpoons), excitingly cataclysmic power-ups, very (but workably) tricky layouts and angrily playable. 'Challenging' is probably the word we're looking for.
★★★★

RUGBY LEAGUE COACH
Audiogenic £30



AP43 62% PM
A football management game, but about rugby league. Oddly, you don't get any match analysis, so you don't know what you did wrong when you lose and have to fumble around to fix it. Worth a look for the novelty, though.
★★★

THE RYDER CUP A1200
Ocean £30

AP35 77% CW
The *Ishar 2* of golf games. You'd never guess it from the name, but this covers the annual tournament between the golfers of Europe and the loud-mouthed cap-toothed prima donnas of America; the Ryder cup. The tournament inclusion lets you play with and against your friends in teams. Golf purists and other sensible trouser-wearers would probably be best advised to search out Nick Faldo's computer golf incarnation.
★★★

SABRE TEAM A1200
Krisalis £30

AP35 89% CW
AP Top 100 No. 45
A *Laser Squad* variant, but this time using real computer people. *(er, sort of. – Ed)* Not only does it look better than the aforementioned game due to the AGA enhanced graphics, it also plays better. Movement is now much quicker and a whole mission can be played proficiently in about an hour or so. Considering the action, strategy and planning required, this is one game that will be greatly enhanced by the release of extra mission disks. We're holding our breath.
★★★★★

SECOND SAMURAI A1200
Psygnosis £30

AP36 89% CW
AP Top 100 No. 19
Different to, but not noticeably better or worse than, the ordinary A500 version. But that doesn't work on A1200s, so if you've got one and you want to play *Second Samurai*, get this version.
★★★★★

SENSIBLE WORLD OF SOCCER
Renegade £30

AP44 95% JD
Sensible Soccer, but with management, but for *Sensible Soccer* fans. It's not *Sensi* meets *On The Ball World Cup*, but you are empowered with phenomenal abilities. That to command the movements of a non-controlled player with extraordinary exactitude, for example. Or that of constructing a team from the pool of 26,000 'real' players. Essentially it's the same old *Sensi*, but this time you're allowed to twiddle the behind-the-scenes knobs. Our highest mark ever in the history of all things.
★★★★★

SIERRA SOCCER
Sierra £25

Germany 0:0 Bolivia

AP38 62% SM
An interesting copy of *Striker* (allegedly) that is sadly flawed by one or two bugs. The computer frustratingly switches between your players as it tries to decide which is nearest the ball and the whistle may blow in between you hitting a penalty and the ball going into the net. Annoying.
★★★

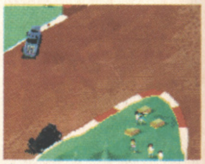
SIM CITY 2000 A1200
Maxis £40

AP44 85% PM
An appalling drain on the pocket (to play, you need an A1200 with 3Mb RAM and a hard drive, and an interlace-compatible monitor, and even then it's horribly sluggish) but a terrific strat game. Recall everything from *Sim City*, and then multiply it by 2,000. A worthy companion piece to *Theme Park*, if you've got the kit.
★★★★★

SIMON THE SORCERER CD32
Adventure Soft £35
AP42 57% JN
Exactly the same game as the A1200 version – all the poor jokes, all the pointless wandering, all the fantastic graphics, all the obvious puzzles – but this time with speech. Greatly annoying speech that's compulsory

and bugged at that. One to acknowledge as a breakthrough game following *Darkseed* into unexplored 'talkie'-territory, if not to actually buy.
★★

SKIDMARKS
Acid £25



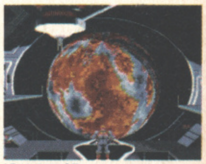
AP34 78% A500 80% A1200 SM
Fantastic little racing game completely written in Blitz Basic. Race over twelve tracks generated using the painful sounding quadratic-B-splines. The cars have a character all of their own due to the number of frames used to draw them. A1200 owners are catered for with an AGA enhancement disk. Handling is good, and racing against several human opponents takes it to a new dimension.
★★★★

STABLE MASTERS 2
ESP Software £25

RACECOURSE
EPSOM
GND: GOOD
DRAW: Low (4)
up to 6f
VIEW
RACE

AP38 58% SM
A sort of football management sim for horse fanciers, *SM2* gives you the chance to race the horses you've trained, collect the prize money (or not) and bet on yourself. The down side is wading through all the statistics, which is tedious if you're not a big fan of the gee-gees.
★★★

STARLORD
Microprose £35



AP43 51% SF
Conquer-the-universe larks a-plenty type of strategy game with an altogether slipshod approach to control and presentation, and an extraordinarily terrible combat sequence (that, fortunately, you can skip). They should have dropped it altogether to concentrate on the strat side. ★★

SUBWAR 2050 AGA
Microprose £35 (£30 CD32)

Forward View

AP45 82% CW
Intriguing mixture of *Syndicate* plot and 'underwater flight sim' (although obviously the submarine handles differently from an aeroplane) set in a corporate-run world where it's an accepted business tactic to blow up your rivals with torpedoes. Liney graphics *(though the PC version looks really nice – cheers, ("Michael*

Jackson" – Ed)) but evocative atmosphere (so to speak) and fun, fun, fun. It's a mite slow, though.
★★★★

SUPER METHANE BROTHERS
Apache £26

AP39 72% SM
Bit of a tricky one, this. It's *Bubble Bobble*, but with vacuum cleaners that fatally squirt the monsters against walls. But, er, it's not very good. And we can't really put our collective finger on the reason why. Structurally, it's identical to the much-loved dinosaur/soapy envelope original (120 levels, mini-bosses, tricky bonuses, secret rooms) and many of the screen layouts are unsportingly similar, but it's not *there*. Um. Maybe it's the lack of continues (or any kind of restart points) or the fact it's all so numbingly easy. But probably not. It's okay. Ish. Basically. (Or maybe *Bubble Bobble* wasn't actually that wonderful all along.)
★★

SUPER STARDUST A1200
Team 17 £30

AP42 89% JN
Stardust, fairly obviously, but on the A1200, equally obviously, which means better graphics, better sound, faster tunnels, bigger asteroids, underwater *Thrust* sub-games and keyboard control. Fabulously lovely in every respect, except (especially bizarrely considering the embolismingly hard A500 version) it's far, far too easy – we suspect Team 17 bullied the programmers into toning it down. Why? Why? A great game, but not quite a *great* game, if you see what we mean.
★★★★★

SWITCHQUIZ
Switchsoft £29/£37

WHAT IS THE DIAMETER OF A GOLF HOLE ?
TIME REMAINING
A
B
C THREE AND A HALF INCHES
D FOUR AND A HALF INCHES
PLAYER ONE SCORE: 20
PLAYER TWO SCORE:

AP41 54% CW
A pub quiz game with the novelty of two four-button hand controllers (four in the more expensive version) but the bugbear of atrocious presentation. Tiny print unreadable without a magnifying glass, Smashie & Nicey samples, no colours (beyond red) and – fatally – questions that are repeated. Data disks are promised for the future, but even so Trivial Pursuit still rules the roost as far as stupid quiz games go.
★★

THEME PARK
Electronic Arts £30

AP42 91% CW
Tellingly sponsored, frightening demonstration of the sophistication of mood manipulation techniques in today's grotesquely commercial world, as you oversalt chips to get the tourists to buy drinks, oversugar the drinks to make them hyperactive and fiddle the time your rides run for so you can cram in more people per day, then hugely underpay your indispensable staff and sell off the place to finance your next step in global funfair conquest. Loot 'em and boot 'em, that's the ghastly philosophy of *Theme Park*. Or you can play the game to make a really nice funfair with great rides and reasonable prices. But then you'll go bankrupt.
★★★★★

THEME PARK A500
Electronic Arts £35

AP44 91% CW
Slightly slower, graphically streamlined and financially simplified, it's sort of *Theme Park Lite*. But otherwise exactly the same fantastically great funfair sim as its bigger brother. And that is decidedly a Good Thing.
★★★★★

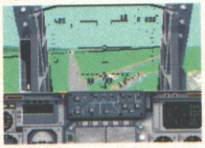
THE CLUE
Neo £30

AP43 60% JD
Who remembers *Dodgy Geezers?* (They're only nice lads at heart.) *They Stole a Million?* Well, here's the Amiga version. Recruit a gang, burgle a building and get away with it, but spend most of your time in taxis and ruing the controls. It's a Germanglish text adventure disguised as a point-and-click, and it's only the fact they didn't convert *Dodgy Geezers* or *They Stole a Million* that stirs up interest.
★★★

TOP GEAR 2
Gremlin £26

AP42 63% CW
An average racing game slapped down to mediocrity by comparison with the likes of *Lotus 1*, *F1GP* and the mighty *F1* itself.
★★

TORNADO
Digital Integration £35



AP35 78% 82% A1200 CL
Probably as in-depth as flying the real thing. There are well over 100 buttons to press, which when pressed will engage your terrain-hugging Tornado in some sort of aerial manoeuvre. There are several pre-programmed missions to be engaged in, but it's severely hampered by speed of frame update, even on an A1200. Still doesn't stop the level of attention to detail being both impressive and daunting. State-of-the-art pedantry for people to cheap to fly the real thing. ★★★

TOTAL CARNAGE
ICE £30

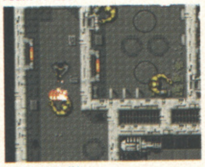
AP37 10% SC
The *International Rugby Challenge* of coin-op conversions. It bears as much resemblance to the coin-op as a Centurion Tank does to Thomas the Tank Engine. It's impossibly difficult to play, collision detection is awful. There are numerous extra lives strewn around in a desperate attempt to keep you playing, but it comes down to the simple fact that only the name gives you a clue as to the aims of the game. We advise you to give it a well earned miss.
★

TORNADO A1200 VERSION
Digital Integration £40

SITUATION
Mission

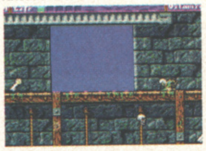
AP38 82% JD
There are minimal differences between this and the ordinary version. ★★★★

TOWER ASSAULT
Team 17 £20



AP45 46% JN
Alien Breed was hard. *Alien Breed 2* was incredibly hard. But *Tower Assault* is self-indulgently grotesque. Slack collision detection, illogical dead ends, radioactive rooms that KILL YOU BECAUSE YOU'RE STANDING IN THEM and 30-second dashes to the door before the level explodes so ending the game you've just played for an hour while carefully building up your lives and ammo reserves collaborate to mow down the spirits of fun. Then the indestructible and incredibly powerful security lasers, non-allowance of player two joining in halfway through and bugs step up to finish off the heaving, crawling wounded. But hey – it's so atmospheric. The Casino Royale of Amiga games.
★★

TRAPS 'N' TREASURES
Krisalis £26



AP38 79% SM
Pirate platform antics with plenty to do. The monsters are a bit too hard perhaps, but the puzzles are intriguing and will make this game last you for some time.
★★★

TUBE WARRIORS A1200
Dynabyte, £26

AP36 12% SC
This is a quite frankly horrible beat-'em-up that makes about as much use of the A1200 as my granny does when she's going shopping. For vegetables. On a Monday. In the market. ★

UFO
Microprose £35

AP43 75%/85% CW
It's *Laser Squad* again. Except with perfectly-isometric 3D graphics. Oddly inconsistent (there's an involving stats bit and tedious air combat sequence in addition to the main clomping around an invaded town shooting things section) but still as fun as it ever was. Horribly sluggish when the aliens move, though, and you really have to play it from hard drive. (Hence the two marks – the lower's using floppy.)
★★★/★★★★

ULTIMATE BODY BLOWS
Team 17 £30 CD32

AP39 86% SC
Third time lucky (or fourth, we've lost count of how many versions Team 17 have done) for everyone's favourite (and scandalously shameless) *SF2* clone. It's got the lot: sensible use of the extra buttons, 21 individual characters (as opposed to the same character 21 times) and a fast mode that's scorchingly nippy. You'll fairly obviously need two joypads though.
★★★★

ULTIMATE PINBALL QUEST
Infogrames £30

AP39 61% JD
No it isn't. ★

UNIVERSE
Core £35

OPEN THIS DOOR SUBVERSIVE HUMANOID!

AP41 21% JN
A point-and-click game so poor you'll want to volunteer for the Army rather than play it. ★

VALHALLA
Vulcan £30

AP39 19% CW
Not, regrettably, the redundantly drawn-out *Speccy* adventure (which, apparently, only one person ever bothered to finish) but an overhead-view maze game where you walk around and get killed by unspottable traps. A lot. ★

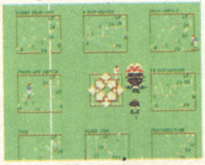
VOYAGES OF DISCOVERY
Kompart £30

AP44 52% RP
Takey-turny naval-based wargame scuppered by no short-term goals and no 'feel' of competitive play, even though it supports up to four 'captains'.
★★

WEMBLEY INTERNATIONAL SOCCER
Audiogenic £26 CD32/A1200

AP39 85% SM
Footy game of the Let's Not Actually Try Hopelessly Optimistically to Trounce *Sensi* school that's all the better for it. Some splendid ideas (overhead or isometric views, an optional window showing the player to whom you're going to pass, custom playing styles) pep it up no end, but it's all let down by the sticky speed and uncomfortably small pitch. Let's hope there's a Version 2, eh? Best played with a CD32 joypad, which you can do on the A1200 version as well.
★★★★

WEMBLEY RUGBY LEAGUE
Audiogenic £20



AP38 62% SC
A manly and noble sport makes its debut on the Amiga. Unfortunately this is probably not quite as much fun as *Five Nations Rugby* (AP14, 86%) which uses the same game engine. Something's missing in the translation.
★★★

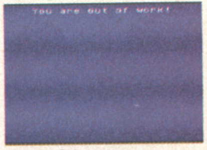
WILD CUP SOCCER
Millennium £26

AP40 14% CW
How to kill a good idea about football with a strapping dose of violence. Step one: Present the game in incredibly acute isometric 3D so it's stupendously difficult to see what's going on and inconceivably hard to make accurate passes. Step two: Implement the football mechanics in a fantastically terrible manner, so that you have to painstakingly beat up and kill all the opposing players, if you don't want them to just zip in and nick the ball leaving you helpless or pulped, or dead even. Step three: Compensate for this fault by allowing the player to run directly across the screen and score. Step four: Save time by allowing the player to complete the entire game just by holding down the fire button. Step five: Refuse to scrap the game and release it. For £26. It's true. ★

WORLD CUP CRICKET MASTERS
ESP £25

AP39 14% SM
Cricket. Done very badly indeed . Your men are drawn from the Lowry school of figurative work and are consequently almost impossible to see, the animation is appalling, the gameplay is ruined by intrusive point and click menus and it costs far too much money for what it is. If you want to play cricket on your Amiga, do yourself a favour and go out and get *Graham Gooch's World Class Cricket* which is a much more highly polished, civilised and playable affair. It's good to see independent companies having a go, but that's honestly just about the only good thing you can say for this awful game. ★

WORLD OF SOCCER
Challenge £20



AP40 5% SM
It's a football management game. Written in BASIC. By programmers who can't spell. Or write football management games with the least modicum of imagination. So surprisingly we don't like it. Very much. At all. You'd be better advised to stick your head in a vat of sulphuric acid than to contemplate buying and playing this so-called, self-styled 'game'. ★

WORLD CUP USA '94
US Gold £26

CupUSA94
11:S.Dragomir
0

AP41 20% SM
Terrifyingly awful overhead-view footy game in the rash of footie games this year with every fault imaginable ranging from eleven minute loading times, through hopelessly fiddly tackling, to 100% successful passes that reduce the game to kicking the ball from one end of the pitch to the other. Quite possibly the most shameful full price release this year. ★

ZEEWOLF
Binary Asylum £30

AP44 90% JD
Terrific helicopter arcade game that looks like *Zarch* (3D patchwork polygons) and plays like a terrific helicopter arcade game. 32 excitingly difficult missions, fantastic 'chocka-chocka' flying effects, glorious explosions, escort missions, rescue missions, picking up friendly tanks to carry them *Thrust*-like across the map and drop them on people missions, machine guns, rockets, air-to-air missiles, accidentally shooting down your allies, bullets hitting the water, one disk. It's awkwardly slow on an A500, but completely splendid on a 1200 machine.
★★★★★

the secret cavern

SOFTWARE

● Boxed originals: *Stardust* £8, *Second Samurai, Cannon Fodder, K240* £15 each. Or all £50 ono.
Anthony Parsons (0532) 622591

● For sale: *Lemmings 2* £12, *Putty* £10, *European Champions* £10, *Awesome, The Games '92* £6 each.
Max Rushden (0223) 327222

● *Space Hulk* £15, *Settlers* £15, *Skidmarks* £15, *Nigel Mansell* £10 and many more including budget titles. Boxed originals.
Stuart Neale (0900) 815194

● *Premier Manager 2* £10, *Striker, Goal, Robocod* (A1200), *Brutal Sports Football* £5 each or £25 the lot.
Tim Ruane (0908) 605935

● For sale – *Elfmania, Liberation, Skidmarks, Stardust, Ryder Cup, Soccer Kid, Alien Breed 2* £10 each
Mark Green (0455) 637525

● Amiga games, including *Mortal Kombat, Cannon Fodder, Bump 'n' Burn, MUPLC, Jaguar, Links, Putty* and loads more £5 each.
Neil Fenton (081) 472 6664

● *Jimmy White's Snooker* £9, *Populous 2* £9, *Body Blows* £9, *Utopia + New Worlds* £16. All boxed in good condition.
Steven Frew (021) 743 9468

● *Jaguar XJ220, Alien Breed '92, James Pond 2, Cool Spot, F16 Combat Pilot, Xmas Lemmings, John Madden Football.* All boxed with manuals £6 each. **Richard Harris (0403) 268914**

● *Premier Manager, Populous 2, Chuck Rock, Stardust, Premiere, Lotus Trilogy, Robocop 3, Alien Breed 2* (A1200) plus many many more.
David Norton (0440) 708312

● *The Settlers, Football Manager 2, PGA Tour Golf, Railroad Tycoon, Rome AD92, Knightmaker, Frontier: Elite 2, Powermonger + WW1* data disk £9 each. **Joe Cummings, 23 Peacock Hall Road, Leyland, PR5 3AD**

● For sale: *A-Train* £12, *Mortal Kombat* £8, *Pinball Fantasies* £7, *Zool 2* £7. All originals.
François Reardon, 2 Pittlesden, Tenterden, Kent, TN30 6HJ

● *Premier Manager 2, Chaos Engine, Stunt Car Racer, Trolls, Pinball Fantasies* and *Nick Faldo's Golf* £6-£16.
Fraser Munro, Regent House, Queen Street, Nairn, IV12 4AA

● A1200 owners – *Alien Breed 2, Skidmarks, Nigel Mansell, Morph, Trolls* £50 the lot. A500/A600 owners – *Rainbow Islands, Micro Machines, New Zealand Story, Shadoworlds, Bubble Bobble, Arkanoid 2* £40 the lot. All Amigas – *Indy 500, Striker, Addams Family, A320 Airbus USA, Hook, Centurion, Hill Street Blues* £55 the lot.
Lee Stanford (0532) 713532

● CD32 games, music CDs for sale. For list, send 1st class stamp.
Justin Castle, 'Tremorran', Uppertorrs, Ilfracombe, North Devon, EX34 8AZ

HARDWARE

● A1200 boxed, with games, excellent condition £300.
Martin Beddall (071) 228 4741

● Amiga 600, external disk drive, 2Mb RAM plus lots of game including *Cannon Fodder*. £250 ono.
Jeramiah Grant (0526) 321756

● Atari Jaguar excellent condition with *Wolfenstein 3D* and *Aliens vs Predator*. All boxed, only £285.
Scott Hayden (081) 593 8864

● Atari Lynx complete with carry case, mains lead and 6 great games £75!
Andrew Warren (01225) 752859

● 5Mb 1500, 49Mb hard disk, 3 disk drives, over 60 games, 1 joystick, mouse, lots of mags and disks £600.
Michael Allan (0494) 728279 after 4pm

● For Sale A1200 inc manuals, Wb 3.0, mouse + mat, 3 joysticks, all in good condition, 7 games – *SF2, F15 2, Soccer Kid, Project X* (revised), *Mortal Kombat, The Settlers, Simon the Sorcerer.* (A1200) plus 80+ disks £300.
Chris Edwards (0732) 884871

● Amiga CD32 with 8 games including *Microcosm* in box £200 ono.
Mark Harrison (0405) 760388

● A500 1Mb, 2 joysticks, trackball, 90+ games, demos and magazines £200 ono. **Craig Kilby (0480) 392740**

● Atari Jaguar with *Cybermorph* game, boxed, only 2 months old £190 ono or swap for CD32 or CD-i.
Chris Hardy, 73 Rutland Road, Saltergate, Chesterfield, S40 1ND

● A600 boxed with manuals, 6 games boxed including *Sensi Soccer* and *Championship Manager Italia* £180 ono
Adam Peek (0708) 559203

● Amiga 1200 with external disk drive and two joysticks and five games £280 ono. **John Lee (071) 231 9291**

● A1200, 1 year old, 83Mb hard drive, Commodore monitor, external drive, joysticks, £1000 worth of boxed games £500. **Brian Cook (0784) 482169**

● Amiga 600, 2Mb, excellent condition, boxed as new, including workstation, games and coverdisks £200 ono.
Chris Miller (0895) 449194

● Amiga 500+, 2Mb plus external drives. Large selection of boxed software. Offers wanted.
Steven Davis (0793) 692848

● Amiga A500, 2Mb, mouse + mat, joystick, some software + Amiga mags, disk box + coverdisks with PC8808 external disk drive with X-copy + Cyclone £200 ono. **Richard Harris (0403) 268914**

● CD32 Dangerous Streets pack + *Microcosm, Bubble & Squeak, Simon the Sorcerer* and many magazine game CDs. Boxed in perfect condition £240.
James Walker (01954) 251298

● Game Gear with 13 games, adaptor and carry case £125.
James Smith (0252) 872377

● A500 39 boxed games, extra drive, workstation, 1Mb, mouse, 2 joysticks £250 ono.
Anthony Rogers (0903) 892464

● Action Replay Mk*3* for sale. £40 boxed as new.

Well she was just seventeen, do you know what I mean? And the way she looked was way beyond compare. So how could you dance with another? When you see us standing here.

THE FOUR FABS

Gregg Rowley (01543) 271765
- A1200, 4 year warranty, loads of games, sound sampler, second disk drive, stunning price of only £250.

Alan Silver (081) 341 9766
- CD32 with over 20 games including *Microcosm, Cannon Fodder, UFO* and *James Pond 3* £400 ono.

Lloyd Garner (0787) 278857

WANTED

- *Innocent Until Caught* and *On The Ball.* Will pay up to £10 or swap *MUPLC.* Game must be boxed.

Tim Wells (0226) 790732
- *Into the Eagles Nest* for A600. Sensible prices entertained.

Dave Wolton (0449) 741112
- 120Mb hard drive for A1200 (internal) boxed with instructions etc. Offers.

Roham Jackson (0734) 757847
- Wanted: *Rock Star Ate My Hamster.* Will pay cash or swap any game including *Premier Manager 2, SF2, Graham Gooch's Cricket.*
- *Captive, Battletech, Bloodwych.* Must be originals.

Glen Canning (0117) 977 9826
- Wanted: AMIGA POWER back issue No. 21 Jan '93 & AMIGA POWER back issue No. 42 March '94 with coverdisks

Charlie Moodie (0753) 888447 or (0628) 602333
- Can anyone send me a *Cannon Fodder* saved game disk for level 9 onwards – I'm desperate.

Jonathan Pringle (0332) 367269

SWAPS

- I have – *Beneath A Steel Sky, Valhalla, Heimdall 2, Zool, Striker, Pinball Dreams, Indy's Last Crusade* for *Simon the Sorcerer, Legend of Kyrandia, Curse of Enchantia* or other good adventures.

Mike Gleeson (0395) 263537
- My *Premier Manager 2 + Striker* for your *Cannon Fodder* or *Arcade Pool* or *Euro Champions.* **Jonathan Bamber (0993) 843680 after 6pm**
- I will swap *SF2, Turtles, Days of Thunder, Gremlin, Back to the Future 2, James Pond, Indy: Last Crusade WWF Wrestling* for *A-Train, Cannon Fodder, FIFA Soccer* or *Sensible World of Soccer.* **John Carey-Balley, 12 Tunstall Road, Croydon, Surrey, CR0 6TV**
- My *Populous 2* & *Zool* for your *Cannon Fodder.* All boxed originals.

Richard Neale (0403) 261284
- *Alien 3* £10, *Hook* £5, both for £12 or swap for *Theme Park* (A600) or *Syndicate* or a good adventure game.

Robbie Beaumont (0386) 853340
- Swap my *Euro Champs, Carl Lewis Challenge, Goal or Striker* for *Mortal Kombat, Jurassic Park, Theme Park, Syndicate* or *Empire Soccer 94.*

Iain Ellis (0324) 716152
- Send me your *FIFA Soccer* & *Skidmarks* (A500) for my *Brutal Sports Football, Lemmings 2* & *Arcade Pool.* All boxed originals.

James Bartram (0502) 476366
- Will swap *Myth, Epic, A-Train* or *Historyline* for *Monkey Island 2, Loom* or the *Curse of Enchantia.*

Andrew Bate (0634) 672374
- 60-70 original boxed games for swap or sale – *Knightware, Heimdall, Monkey Island, Project X,* etc. Willing to swop 2 or 3 for 1. Send your list for mine.

Kevin Edwards, 17 Roxburgh Avenue, Higher Tranmere, Birkenhead, Wirral, L42 6QD
- Will swap *Graham Gooch WCC, Hook, SF2, Dragon's Lair 2* & *Chuck Rock 2* for *Premier Manager 1 + Championship Manager.*

Frank Rooney (0294) 311336
- Will swap *Police Quest 3* for either *Simon the Sorcerer* or *On The Ball*

Gary Turvey (0279) 414163
- My *Jurassic Park* (A1200), *Championship Manager Italia, Operation Stealth, Rick Dangerous* & *Championship Manager '93/94* for *Mortal Kombat, The Settlers, Empire Soccer* or *Beneath a Steel Sky.* Originals only.

Nick Fisher (0114) 233 7400
- Will swap *Lost Treasures of Infocom* for *Mortal Kombat* and/or *Super Mario 2* or *3* (NES version).

Colin McCaughan (02657) 63146
- *Dennis* or *Oscar* for the A1200. Swap for a copy of Workbench 3.

James Moss (0948) 664891
- *Premier Manager 2, Sim Life* 1200 swap for *1869* (1200), *Dune 2, Merchant Colony, Discovery* or any strategy games.

Andy Beveridge (031) 346 1215

PEN-PALS

- I am a 12 year old boy with an A500 looking for a male/female between 11-13 who likes soccer games

Richard Slaney, 11 Torr Rise, Cobblers Cross, Tarporley, Cheshire, CW6 0WD
- I'm looking for overseas contact with Amiga owners aged 14-16 to swap games, tips etc.

Costas Loakis, 11 Gritson Street, Ipioupoli, Athens, Greece, I63 46
- 18 year old male seeks male/female (preferably) pen pal 15-20. Likes Techno & mountain biking. Fast reply to all letters.

Kris Griffin. 41 Newhouse Road, Marton, Blackpool, Lancashire, FY4 4JJ
- I have a huge collection of Amiga software and I am looking for overseas pen pals. **Asif Rubberneck Minhas, 153-G Block, Model Town, Lahore, Pakistan, 54700**
- Wanted – Amiga contacts to swop tips and games etc. **Veruca Foulkes, 39 Chester Avenue, Flint**
- Pen pals wanted, especially female, who have an A500+. 13-15 years old.

Simon Toole, 12 Stalybridge, Mottram, Hyde, Cheshire, SK14 6NE
- Pen pals wanted age 16+ male or female for Amiga A600.

Electroman, 32 Ailsa House, Fairhaven-Green, Idle Bradford, West Yorkshire, BD10 9ND
- SNES and Amiga contacts wanted. 101% reply guaranteed.

Alan No-Surname, 67 Frinton Road, Broxtowe, Nottingham, NG8 6GQ
- 13 year old lad looking for a female Amiga owner aged 13-15. Possible romance – 150% reply.

Nick Fraine, 16 New Herbert Street, Salford, Manchester, M6 7RW
- I am a 20 year old, looking for an A500 owner anywhere in the world, who likes indie music.

Chris Hart, 145 Langbar Crescent, Easterhouse, Glasgow, G33 4LN
- I own an A600 and I'm looking for pen pals 11-13, male or female, preferably not boring. All you need to do is pick up a pen.

Glenn Price, 100 Eastwood Road, Great Barr, Birmingham, B43 5RP
- All round crazy guy from Holland wants mad female pen pals of all ages. Write in Dutch or English and I'll answer. Photo would be nice.

Danny Roadbol, Quntstraat 12, 3083JN Rotterdam, Holland
- 14 year old lad looking for female pen pal of the same age. Picture please. Only serious people need write.

Kenneth Murray, 1 Hope Crescent, Larkhall, Lanarkshire, ML9 2EL
- Female pen pals who do it regularly (write letters, that is) wanted by 21 year old male Amiga Power reader. Reply guaranteed.

Mark Mintram, 9 Roundhill View, Accrington, Lancashire, BB5 2SG
- Pen pals wanted to swap PD. Please write I'm very desperate and a teenager.

Kelly Gray, 225 Faversham Road, Kennington, Ashford, Kent, TN24 9AF
- A500+ owning Nirvana nut wanted to match me. 15 or 16 years old, male or female. **Daniel Funnell, Hollyhocks, The Streets, High Ongar, Essex, CM5 9NH**
- A1200 contacts wanted. 100% reply. No time wasters please.

Crying Giddy Kemp, Bryn Seion Chapel, Heol-y-graig, Aberporth, Dyfed, SA43 2HB
- Pen pals wanted around the world.

Bilal Rasheed Mir, House No. 50, Block 1/B2, Township, Lahore, Pakistan
- Hi! I'm a 14 year old male looking for a female abroad or in the UK. Plenty of interests. 100% reply.

Ben Chidgey, 126 Nobes Avenue, Bridgemary, Gosport, PO13 0HX
- Hi! I'm a 16 year old male. I have an A500 and I like sports. I'm seeking a female 15+. 100% reply.

Cragin Bailey, 60 Teddington Road, Southsea, Portsmouth, Hampshire, PO4 8DB
- I am 13 years old, I have an A1200 and I'm looking for male or female pen pals. 101% reply.

Geraint Gower, Llettyrychen, Fawr Cwm Ivor Road, Burry Port, Dyfed, SA16 0RW
- I am 15 years old and looking for pen pals overseas (although that's not essential) to share games, tips, etc. 100% reply guaranteed.

Michael Banting, 10 Maunders Road, Milton, Stoke-on-Trent, Staffordshire, ST2 7DS
- I would like anyone with an A500/A500+ to swap software male/female aged 11-15. 100% reply.

Peter Ellis, 15 Elm Gardens, Seaforth, Liverpool, L21 1BZ
- Penpal wanted between 13-15 any sex, 99% reply. I like most music, love computers and I'm also very sporty

Rodney Robinson, 1 Prospect Court, Ballygowan, County Down, Northern Ireland, BT23 6LN

The Secret Cavern is yours to use for free – but it's not for use by profit-making organisations or public domain libraries, so they'd be wasting their time writing to us – understand? Send your completed coupons to: The Secret Cavern, AMIGA POWER, 30 Monmouth St, Bath BA1 2BW.

THE SECRET CAVERN

Name ______________________

Address ______________________

____

Postcode ______________________

Telephone Number ______________________

☐ Software ☐ Hardware ☐ Wanted ☐ Swaps ☐ Pen-pals

____

____

____

February 1995

Thanks to: **River Island** for the suits, Tim Smith for the guitars, Dave Golder for the drums and **The Loft** for the space.

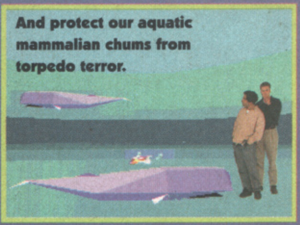
JOIN THE AP HUNT SABS

For too long, software companies have evaded moral responsibility. Games have without remorse exploited and destroyed harmless woodland creatures IN PURSUIT OF FINANCIAL SUCCESS. No thought has been given to the DISTRESS caused to RIGHT-THINKING PEOPLE EVERYWHERE.

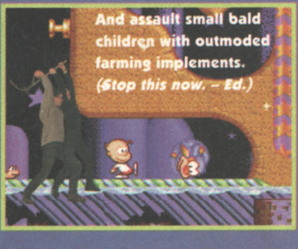
We GUARDIANS OF MORAL VALUES stand alone among the powerful organisations that could PREVENT THIS COMPUTER GAME CARNAGE in TAKING ACTION. Other decretal bodies have SOLD OUT to the software companies and DENY ALL KNOWLEDGE of the slaughter.

JOIN THE ECOLOGY WARRIORS OF AMIGA POWER IN OUR MIGHTY CRUSADE TO DISCOMFIT THESE SINISTER CORPORATIONS by REPRODUCING and DISSEMINATING this IMPORTANT FLYER.

Help us to eliminate scenes of ovine horror.



And protect our aquatic mammalian chums from torpedo terror.



And assault small bald children with outmoded farming implements. *(Stop this now. – Ed.)*

A CALL TO ACTION BY AMIGA POWER

Hey, kids! Do YOU know that YOUR favourite software company is probably EXPLOITING AND MURDERING OUR WOODLAND FRIENDS? It's true. BUT TOGETHER WE CAN PREVENT THE CARNAGE. Just follow this five-point action plan to THWART THE CORPORATE FIENDS.

1. Douse CARDIGANS with CAMPHOUR or PEPPERMINT and drag them ACROSS popular routes to shops known to be selling games such as *Banshee, Sub War 2050, Cannon Fodder, Llamatron* and *Bubble and Squeak* in order to DECOY SHOPPERS WITH A FALSE TRAIL.

2. PICKET shops known to be selling games such as *Banshee, Sub War 2050, Cannon Fodder, Llamatron* and *Bubble and Squeak*. MARCH UP AND DOWN bawling a TUNELESS FIGHTING SONG, such as "Two four six eight – what don't we appreciate? Games with animals in them. That you have to kill." Or "APee says no to scurvee. And games with animals in them that you have to kill."

3. If you SEE someone going into a shop regardless and buying such games as *Banshee, Sub War 2050, Cannon Fodder, Llamatron* and *Bubble and Squeak*, HARASS THEM. Follow them OUT of the shop, SPRAYING them with a HIGHLY VISIBLE shade of PAINT. POINT them OUT to passers-by. If they attempt to leave by car, BLOCK THEIR PATH. LEAP on their bonnet to OBSCURE THEIR VIEW. Film them with a video camera. Use COMPLICATED EDITING EQUIPMENT to digitise their likenesses into a specially prepared VERSION of the game they have bought. OBTAIN THEIR ADDRESS via SUBTERFUGE and send them the VIDEO with a voiceover asking how THEY like appearing in a game where people have to KILL them. SET FIRE TO THEIR HOUSE while making it clear they bear FULL responsibility.

4. WRITE to your MP demanding an INQUIRY into games with animals in. THAT YOU HAVE TO KILL.

5. DRAW ATTENTION to the few bad apples by BOYCOTTING the produce of countries WHERE PROGRAMMERS LIVE until the software industry ACCEDES TO OUR DEMAND TO LET WOODLAND CREATURES LIVE FREE FROM FEAR.

REMEMBER – OUR WOODLAND FRIENDS ARE UNABLE TO PROTECT THEMSELVES IN GAMES. IT IS OUR DUTY TO DO SO. FOR THEM.

SOFT EXPRESS LTD

ORDER HOTLINE

TEL: 01908 277177
FAX: 01908 645397

HOW TO ORDER

Order by telephone quoting your credit card number and expiry date (credit cards are not charged until the day of despatch). If paying by cheque, please make payable to:

SOFT EXPRESS LTD, DEPT NO. AMP02/CM,
6 WHARFSIDE, FENNY STRATFORD,
BLETCHLEY, MILTON KEYNES,
BUCKS MK2 2AZ.

NO VISITORS PLEASE, MAIL ORDER ONLY

VISA

Access

AMIGA	PRICE
A-Train & Construction Set	£10·99
Addiction	£19·99
Akira	£18·99
Aladdin (1200)	£19·99
Alfred Chicken	£9·99
Alien Breed 2 – Tower Assault	£16·99
Alien Breed 2 (1200)	£18·99
Alien Breed Special Edition	£9·99
Alien Olympics	£19·99
All New Lemmings	£19·99
All Terrain Editor	£16·99
Apocalypse	£15·99
Arabian Knights	£6·99
Arcade Pool	£6·99
Armour Geddon 2	£15·99
Award Winners 3	£19·99
Banshee (A1200)	£16·99
Beneath Steel Sky	£19·99
Benefactor	£17·99
Big Sea	£18·99
Body Blows	£9·99
Body Blows (1200)	£9·99
Body Blows Galactic	£17·49
Body Blows Galactic (1200)	£14·99
Breach 3	£22·99
Brian the Lion	£15·99
Brutal Sports Football	£9·99
Bubba 'N' Stix	£16·99
Cannon Fodder	£14·99
Cannon Fodder 2	£19.99
Champ. Manager	£10·99
Champ Manager 93	£16·99
Champ Manager – End of Season	£12·99
Champ Manager Italia	£16·99
Champ Manager 94 Season	£7·99
Civilisation (1 Meg)	£22·99
Civilisation (1200)	£18·99
Classic Collection Lucas	£19·99
Classic Collection Down	£19·99
Club Football	£19·99
Combat Classics 2	£19·99
D Day	£21·99
D-Generation	£10·99
Dawn Patrol	£22·99
Dennis + Gnasher	£15.99
Desert Strike	£9·99
Detroit	£21·99
Disposable Hero	£16·99
Dragon Stone	£19·99
Dreamlands	£18·99
Dune 2	£10·99
Embryo	£16.99
Empire Soccer	£16·99
European Champions	£16.99
Evasive Action	£19·99
Eye of the Beholder 2	£12·99
Fields of Glory	£19·99
Fields of Glory (1200)	£25.99
FIFA International Soccer	£19·99
Football Glory	£16.99
Football Glory (1200)	£19.99
Formula One Champions	£19·99
Formula One Team Manager	£19·99
Frontier Elite 2	£18·99
Fury of the Furries	£9·99
G2	£16·99
Genesia	£19·99
Goal	£10·99
Goblins 3	£22·99
Graham Gooch 2nd Innings	£11·99
Graham Gooch World Cricket	£18·99

AMIGA	PRICE
Guardian (1200)	£29·99
Gunship 2000	£22·99
Hanna Barbera Animation	£29·99
Hannibal	£18·99
Harpoon	£12·99
Heimdall 2	£22·99
Hero Quest 2 Legacy	£16·99
Hired Guns	£22.99
Impossible Mission (1200)	£19·99
Impossible Mission (600)	£19·99
Indiana Jones Last Crusade	£14·99
Indianapolis 500	£8·99
Innocent	£22·99
Int-edition Sensible Soccer	£19·99
Ishar 3	£21·99
Italia Data Disk	£10·99
John Madden Football	£9·99
Jungle Strike	£16·99
Jungle Strike (1200)	£18·99
Jurassic Park	£16·99
Jurassic Park (1200)	£16·99
K240	£17·99
Kick Off 3	£16·99
Kick Off 3 (1200)	£16·99
Kid Chaos	£16·99
Kingdom of Germany	£19·99
Kingmaker	£22·99
Kings Quest 1	£12·99
Kings Quest 2	£12·99
Kings Quest 3	£12·99
Kings Quest 6 (1200)	£22·99
Kid Vicious	£16·99
Lambourghini	£16·99
Legacy of Sorosil	£16·99
Lion King (1200)	£19.99
Lords of Power	£22·99
Lords of the Realm	£22·99
Lotus Trilogy	£11·99
Lure of the Temptress	£12·99
Magic Boy	£16·99
Magicians Castle	£19·99
Man Utd Prem Champs	£18·99
Master Axe	£16·99
Micro Machines	£16·99
Microprose Grand Prix	£28·99
Mighty Max (1200)	£16·99
Monkey Island 2	£22·99
Monopoly	£18·49
Morph (1200)	£19·99
Mortal Kombat	£22.99
Mr Blobby	£12.99
Mutant League Hockey	£16·99
Mutant League Hockey (1200)	£18·99
NHL Hockey	£18·99
Nick Faldos Golf	£14·99
One Step Beyond	£12·99
On the Ball, End of Season	£19·99
On the Ball League	£19·99
On the Ball League Edition (1200)	£21·99
Overlord	£19·99
PGA European Tour	£16·99
PGA European Tour (1200)	£18·99
PGA Tour Golf & Courses	£18·99
Pinball Double Pack	£21·49
Pinball Fantasies (1200)	£19·99
Pinball Illusions (1200)	£19·99
Pinkie	£16·99
Pizza Tycoon	£22·99
Police Quest 1	£12·99
Police Quest 2	£12·99
Police Quest 3	£12·99

AMIGA	PRICE
Populous/Sim City	£16·99
Power Drive	£19·99
Premier Manager 3	£16.99
Putty Squad	£19·99
Quest for Glory 1	£12·99
Quest for Glory 2	£12·99
Realms of Darkness	£16·99
Rise of the Robots (1200)	£25·99
Robinson's Requiem	£21·99
Ruff 'n' Tumble	£16.99
Rugby League	£16·99
Rugby League Coach	£16·99
Ryder Cup (1200)	£16·99
S.U.B.	£19·99
Second Samurai	£19·99
Sensible Golf	T.B.A.
Sensible Soccer 92/93	£9·99
Sensible World of Soccer	£19·99
Settlers/Chaos Engine/Terminator 2/Cannon Fodder	£22·99
Shaq Fu	£16·99
Subwar 2050 (1200)	£22·99
Silent Service 2 (1 meg)	£11.99
Sim Ant	£8·99
Sim Earth	£8·99
Sim City 2000	£22·99
Sim City Deluxe	£19·99
Sim City/Lemmings	£19·99
Sim Classics (3 in one pack)	£19·99
Sim Life	£8·99
Simon the Sorcerer	£22·99
Simon the Sorcerer (1200)	£22·99
Skeleton Krew (1200)	£22·99
Skid Marks	£12·99
Skid Marks Upgrade	£12·99
Soccer Kid (1200)	£12·99
Soccer Star World Cup	£16·99
Sorcerer (1200)	£25·99
Spelling Four	£16·99
Stardust Special Edition	£9·99
Startrek 25th Anniversary	£22·99
Streetfighter 2	£9·99
Strike Squad	£22·99
Super Skids	£19·99
Super Stardust	£19·99
Super League Manager	£19·99
Tactical Manager	£16·99
Tactical Manager 94/95	£9.99
Tactical Manager (Eng)	£16·99
Tactical Manager (Italy)	£19·99
Tactical Manager (Scot)	£19·99
Team 17 Collections	£16·99
TFX (1200)	£22·99
The Blue & the Grey	£22·99
The Clue	£19.99
The Settlers	£19·99
Theme Park	£22·99
Theme Park (1200)	£22·99
Top Gear 2 Hard Driving	£16·99
Turbo Trax	£16·99
Turrican 3 (1200)	£16·99
Turrican 3 (600)	£16·99
U96	£22·99
UFO	£22·99
UFO (1200)	£22·99
Ultimate Pinball	£19·99
Universe	T.B.A.
Valhalla Lord of Infinity	£19·99
Vital Light	£19.99
Voyage of Dismay	£16·99
War in the Gulf	£20·99
Wembley Int Soccer	£16·99

AMIGA	PRICE
When 2 Worlds War	£19·99
Wild Cup Soccer	£18·99
Wing Commander	£9·99
Winter Olympics	£20·99
World Cup USA 94	£17·99
WWF Wrestling 2	£8·99
Xmas Lemmings '94	£9·99
Zool 2 (1200)	£9·99

SPECIALS	PRICE
Chaos Engine (A500/600)	£9·99
Disc	£4·99
Federation of Free Traders	£5·99
Jimmy Whites (bundle)	£7·99
Lemmings 2	£12·99
Nick Faldo (A500/600)	£9·99
Nigel Mansell Grand Prix	£9·99
Premier Manager	£7·99
Premier Manager 2	£9·99
Quadrel	£4·99
Soccer Kid	£9·99
Syndicate (500/600)	£9·99
Titus the Fox	£7·99
Warriors of Reylene	£7·99
Zool	£7·99
Zool 2	£9·99

UTILITIES	PRICE
20 Blank Disks	£11·00
50 Blank Disks	£16·00
100 Blank Disks	£30·00
250 Blank Disks	£70·00
Amos 3D	£22·99
Amos Compiler	£19·99
Amos Easy	£22·99
Amos Professional	£31·99
Amos Professional Compiler	£24·99
Deluxe Paint 4 (1 meg)	£55·49
Deluxe Paint 4 (AGA)	£60·49
Deluxe Paint 5	£59·99
Disk Box 100 Cap	£7·99
Kindwords 3	£19·99
Mini Office	£36·99
Mousemat	£2·99
External Disk Drive	£49·99

EDUCATIONAL	PRICE
Adi English (11-12)	£16·99
Adi French (12-13)	£16·99
Adi French (13-14)	£16·99
Adi Junior Counting (6-7)	£13·49
Adi Junior Reading (4-5)	£13·49
Adi Junior Reading (6-7)	£13·49
Adi Maths (11-12)	£16·95
Adi Maths (12-13)	£16·99
Adi Maths (13-14)	£16·99
Funschool 4 (2-5)	£16·49
Funschool 4 (5-7)	£16·49
Funschool 4 (7+)	£16·49
Merlin Maths (7-11)	£16·99
Mega Maths A level	£16.99
Micro English	£16·99
Micro French	£16·99
Micro German	£16·99
Micro Maths	£16·99
Micro Science	£16·99
Micro Spanish	£16·99
Noddy's Big Adventure	£16·99
Paint and Create (U'5's)	£16·99
Spelling Fair (7-13)	£16·99

THE LOWEST PRICES ANYWHERE - NO MEMBERSHIP FEE - REGULAR FREE GIFTS

CD 32	PRICE
Akira	£19·99
Alfred Chicken	£17·99
Alien Breed 2	£18·99
Allen Olympix	£16.99
Arabian Knights	£10·99
Arcade Pool	£9·99
Banshee	£19·99
Battlechess	£19·99
Battletoads	£15·99
Beneath a Steel Sky	£19·99
Blump 'n' Burn	£19.99
Brutal Sports Football	£9·99
Bubba 'n' Stix	£17·99
Bubble and Squeak	£19·99
Cannonfodder	£19·99
Castles 2	£19·99
Chuck Rock	£10·99
D-Generation	£13·99
Darkseed	£19·99
Deepcare	£14·99
Dennis	£13·99

CD 32	PRICE
Dizzys Enchanted Worlds	£9.99
Donk	£19·99
Dragon Stone	£19·99
Elite 2	£18·99
Evasive Action	£19.99
Fields of Glory	£22·99
Flimbos Quest	£9·99
Fuzzball	£9·99
Genesia	£19·99
Gunship 2000	£19·99
Heimdall 2	£20·99
Impossible Mission	£19·99
Inferno	£19·99
International Karate	£9·99
International Soccer	£19·99
James Pond 3	£18·99
John Barnes	£10·99
Jungle Strike	£18·99
Jurassic Park	£19·99
Kick Off 3	£24·99
Kid Chaos	£16·99

CD 32	PRICE
Legacy of Sorosil	£17·99
Lemmings	£16·99
Lion Heart	£13·99
Litil Divil	£18·99
Liverpool Football	£19·99
Lost Vikings	£19·99
Lotus Trilogy	£17·99
Man United Premier Champs	£19·99
Master Axe	£22·99
Microcosm	£29·99
Mighty Max	£16·99
Morph	£19·99
Mr Blobby	£12.99
NHL Hockey	£19·99
Nick Faldo	£21·99
Nigel Mansell	£14·99
Pinball Fantasies	£19·99
Powerdrive	£19·99
Putty Squad	£19·99
Rise of the Robots	£22·99
RoadKill	£19·99
Ryder Cup	£19·99

CD 32	PRICE
Sensible Soccer	£16·99
Sim City 2000	£22·99
Skeleton Krew	£22.99
Skid Marks	£19·99
Sleepwalker	£10·99
Soccer Kid	£19·99
Soccer Team Manager	£14·99
Speedball 2	£9·99
Subwar 2050	£19·99
T.F.X.	£19·99
Top Gear 2 (Hard Drivin)	£19.99
Tower Assault	£19·99
Trivial Pursuit	£19·99
Trolls	£16·99
UFO	£19·99
Ultimate Body Blows	£19·99
Vital Light	£19.99
Wembley Int Soccer	£19·99
Whales Voyage	£19·99
Wild Cup Soccer	£18.99
Zool	£12·99
Zool 2	£17·99

ORDER FORM

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ ☐☐ / ☐☐

PLEASE WRITE IN CAPITAL LETTERS

ACCESS/VISA CARD NO.

EXPIRY DATE

Please supply me with the following titles

for computer____________________

ITEM	PRICE
POSTAGE	
TOTAL	

SIGNATURE

DATE

NAME

ADDRESS

POSTCODE

TEL:

AMIGA POWER FEBRUARY ISSUE 1995

***REMEMBER.

IF YOU CAN'T

SEE WHAT

YOU WANT

PLEASE PHONE

AND ASK!****

DELIVERY CHARGES

- ⇨ FREE 2nd class recorded delivery for peace of mind
- ⇨ EEC – £3 per item
- ⇨ NON EEC – £4·50 per item
- ⇨ PRICES INCLUDE VAT AND ARE SUBJECT TO CHANGE WITHOUT NOTICE. PLEASE NOTE SOME TITLES MAY NOT BE RELEASED AT THE TIME OF PRESS. ALL ITEMS SUBJECT TO AVAILABILITY. E & OE

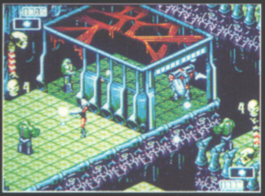
SKELETON KREW

Wanna pack a BIG GUN with enough ammo to level a city? You got it...! Wanna massakre seriously psykotic Psykogenix mutants and get paid? You got it...!
Wanna blast your way through the savage secret zones, deadly Krewtraps, mad'n'bad buildings and hideous end-of-level Psykos comprising 6 HUMUNGOUS levels of 3D isometrik karnage - and wear a spectacularly sexy, hyper-hi-tek, Big Ordinance Neutralising Exo Skeleton to boot?

Well you got it all - but only if you join Spine, Joint and Rib, otherwise known as the SKELETON KREW, in their first outRAGEous blastfest!!

Up to two players.

Available on:
Mega Drive,
Amiga 1200
& CD 32

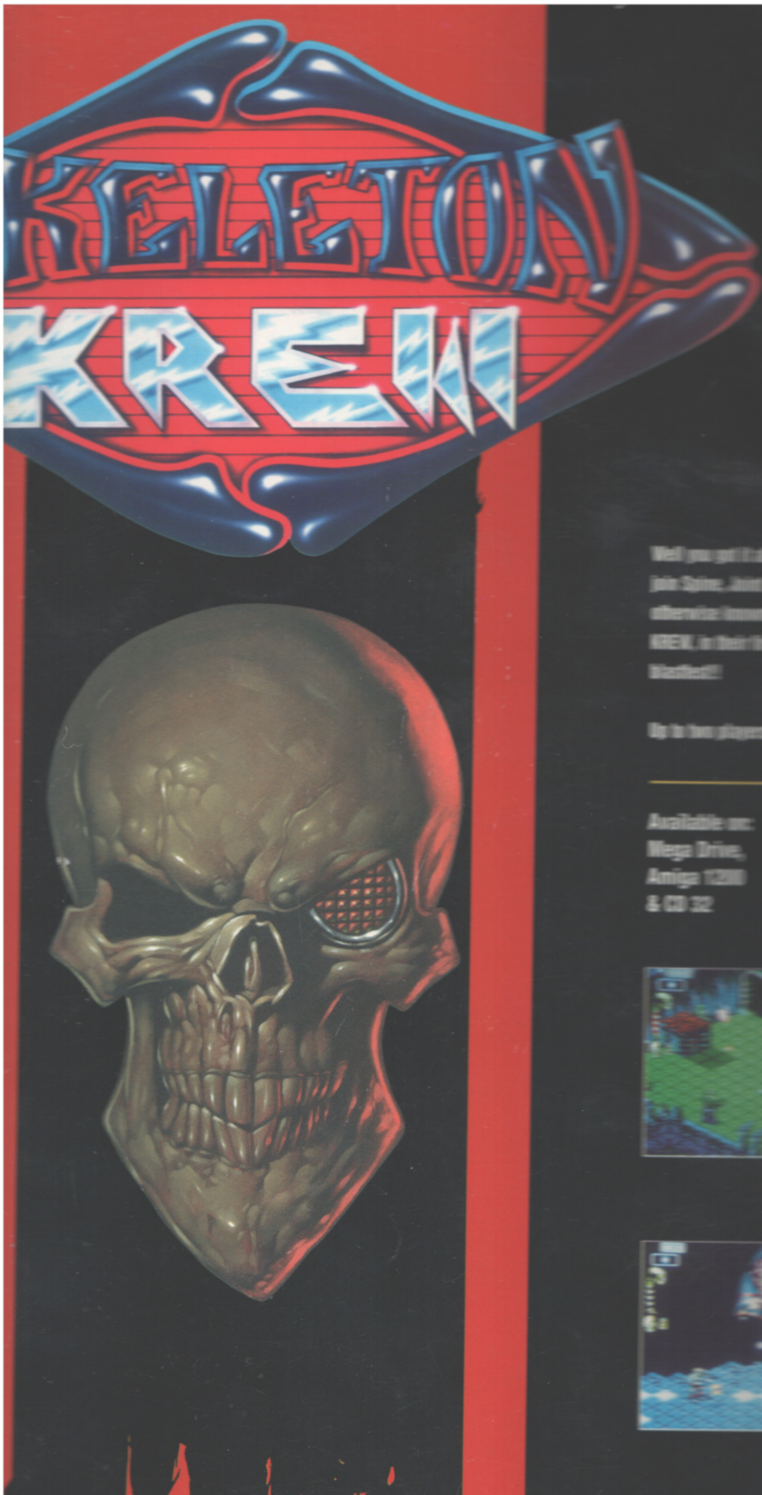


CORE
DESIGN LIMITED

IN
SUPERGORESCOPE

Skeleton Krew © Core Design Limited.
All Rights Reserved.
55 Ashbourne Road Derby DE22 3FS Telephone (01332) 297797 Facsimile (01332) 381511
Skeleton Krew is a trademark of Core Design Limited

SEGA™
MEGA DRIVE



Well you got it all – but only if you join Spine, Joint and Rib, otherwise known as the SKELETON KREW, in their first outRAGEous blastfest!!

Up to two players.

Available on:
Mega Drive,
Amiga 1200
& CD 32

CORE
DESIGN LIMITED

Skeleton Krew © Core Design Limited.
All Rights Reserved.
ephone (01332) 297797 Facsimile (01332) 381511
Skeleton Krew is a trademark of Core Design Limited

SEGA

MEGA DRIVE

AMIGA POWER ISSUE 46 FEBRUARY 1995

HMM... SMELLS LIKE A HOLLOW VICTORY

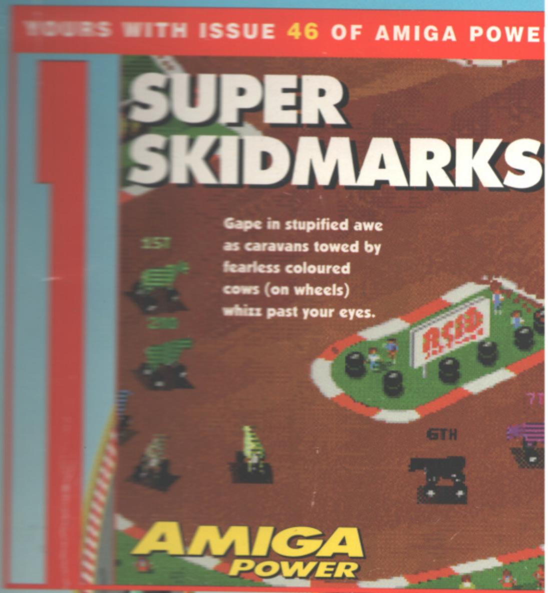
THE WORLD'S BIGGES

AM

A MAGAZINE WITH ATTITU

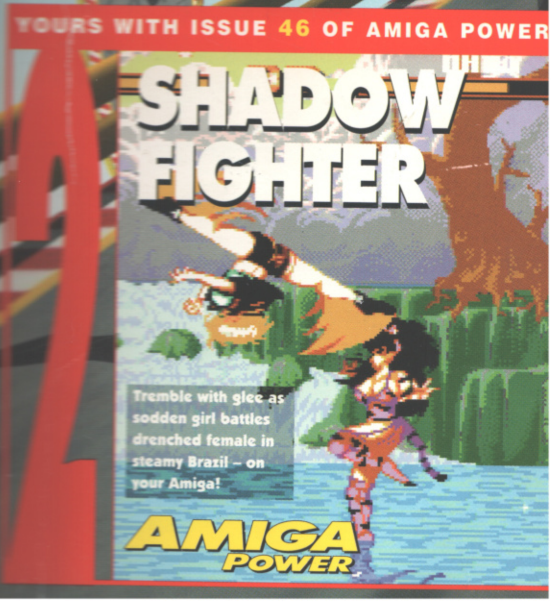
MAD

YOURS WITH ISSUE 46 OF AMIGA POWE



Gape in stupified awe as caravans towed by fearless coloured cows (on wheels) whizz past your eyes.

YOURS WITH ISSUE 46 OF AMIGA POWER



Tremble with glee as sodden girl battles drenched female in steamy Brazil – on your Amiga!